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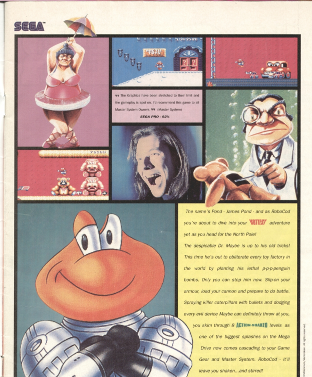
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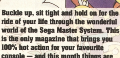
AVAILABLE ON MASTER SYSTEM & GAME GEAR.


SEGA
ARCTIC TOYS
❝ The Graphics have been stretched to their limit and the gameplay is spot on. I'd recommend this game to all Master System Owners. ❞ (Master System)
SEGA PRO - 92%
The name's Pond - James Pond - and as RoboCod you're about to dive into your HOTTEST adventure yet as you head for the North Pole!
The despicable Dr. Maybe is up to his old tricks! This time he's out to obliterate every toy factory in the world by planting his lethal p-p-p-penguin bombs. Only you can stop him now. Slip-on your armour, load your cannon and prepare to do battle.
Spraying killer caterpillars with bullets and dodging every evil device Maybe can definitely throw at you, you skim through 8 ACTION-SOAKED levels as one of the biggest splashes on the Mega Drive now comes cascading to your Game Gear and Master System. RoboCod - it'll leave you shaken...and stirred!

MASTER

THE SIMPSONS

That famous all-American family splat onto the Master System with a feature, previews of Bartman Meets Radioactive Man and Itchy & Scratchy, plus a review of Bart Vs The World!







Buckle up, sit tight and hold on for the ride of your life through the wonderful world of the Sega Master System. This is the only magazine that brings you 100% hot action for your favourite console — and this month things are really cooking!

You'll find a strong Simpsons theme throughout the magazine but we haven't forgotten the other 8-bit greats that have dropped in our lap. Cool Spot is a fantastic platform romp and you can win a copy for yourself, Zool's another great new star and Desert Strike looks neat. What more could you want?

Just turn the page and roll headlong into the thrills and spills of SEGA MASTER FORCE!



PLAN

YELLOW PERIL!

10 With the release of *Bart Vs The World*, we take a look at that strange yellow-faced family from Sky One: The Simpsons. You wouldn't believe what Bart goodies you can get!

CHILLIN' OUT

14 He's cool and he's on the cover. Cool Spot jumps out of a can of 7-Up and into the Master System with a fantastic platform game you're bound to love.

Join *Cool Spot* and his spotty chums for a surf on his pop bottle and a brilliant competition over on page 14!

WHO'S ZOOL?

22 You can find out if you flick to this page because he stars in a colourful new adventure, courtesy of Gremlin.



GO ON STRIKE!

26 Domark take off with a conversion of the hit Mega Drive shoot-'em-up/strategy game, *Desert Strike*. You can win an exclusive leather flying jacket in our competition, too.

G-FORCE

29 *Cosmic Spacehead* visits our free pull-out supplement for the Sega Game Gear with his unique combination of platforms and adventure. This guy's gonna go far.

There's also news and previews on the latest releases and reviews of *The Addams Family*, *Robocop 3* and the excellent *Cool Spot*!

365 DAYS 'TIL XMAS!

33 You can count down all the days of 1994 with our special double-sided calendar starring Cool Spot and Bart Simpson. The perfect addition to any bare wall.

PENS AT THE READY

45 It's your turn to do some writing for a change and tell us exactly what you think of SEGA MASTER FORCE — but be nice!

COOL CARTS

Are you wondering what games we've got in this issue? Well worry no more because here's the complete list of preview sand reviews!

PREVIEWS

REVIEWS

REGULARS

Tons of tips with treacle on top! Including the final part of our *Prince of Persia* solution and a guide to *Super Space Invaders*.

The Gut with a bucket answers all your letters, shows off all your pictures and eats all your sweets — *slurp!*

Who's been dragged down into the dungeon this time? Have you got your head on a spike?

The Number One Master System game! And the number two, and three, and... Plus your chance to tell us your own Top Ten carts.

Buy, sell, swap — you can do all this and more by flipping to this page and browsing through.

Every Master System game worth its salt is catalogued here. See what we think before you buy.

STOP PRESS

Nick's bit!

December is upon us and we've already started making our Christmas cakes and puddings here at **SEGA MASTER FORCE**. In fact this issue has been a bit of a pig-out for us. We were sent some lovely sticky Cosmic Candy to suck while reviewing *Cosmic Spacehead* from Codemasters and in our Simpsons feature we've got pasta shapes from HP. Those were delicious!

The Simpsons crop up quite a lot this month — you can blame the people at Acclaim for that. They've just released *Bart Vs The World* and have *Bartman Meets Radioactive Man* and *Itchy & Scratchy* to follow.

To celebrate this abundance of Bart carts, read our feature on the little fellow and his family over on page 10, and there's a competition to win a complete set of *The Simpsons Collection* videos and tons of 3D badges showing the whole wacky family in various poses on page 12.

There've been some wonderful games around the office this month. Platform game fans will go potty over *Zool* from Gremlin, Codies' *Cosmic* and not forgetting the excellent game on the cover: *Cool Spot* from Virgin — it's fantastic!

I've been the editor of this fine publication for a few months now so thought it was about time I knew what you wanted from **SEGA MASTER FORCE**. You can have your say over on page 45 by filling in the questionnaire. You don't even need a stamp — it's Freepost!

I hope you all enjoy your special 1994 calendar in the centre of this issue. You can have hours of fun sticking it on the wall, taking it down again when your mum and dad complain then sticking it up again when they're not looking!

Oh, and one last thing. Rob and myself don't want any micky taking of our haircuts in this issue. In some photographs we both seem to have a lot more hair than in others! This isn't because we had our hair cut, it's because there's a strange hair loss disease going around for people who play on Master Systems all day! Spooky.

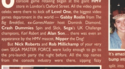
Till next time — keep playing!

Nick Roberts

Nick Roberts,
Editor

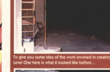
So what's new in the world of the Sega Master System? There's plenty happening in the run-up to Christmas, with lots of hot games waiting in the wings and some strange goings-on at shows up and down the country. Let's look through... the round window...

ENTERING A NEW LEVEL!



On Wednesday, 29 September, a whole new era in console game retailing began at the giant **HMV** store in London's Oxford Street. All the video game celebs were there to kick off **Level One**, the biggest video games department in the world — **Gabby Roslin** from *The Big Breakfast*, ex-*GamesMaster* host Dominik Diamond, **Crash Dummies** Spin and Slick, **Sega**'s UK Challenge champions, *Karl Robert* and **Alan Son**... there was even an appearance by the HMV mascot, **Nipper** the Dog!

But **Nick Roberts** and **Rob Millichamp** of your very own SEGA MASTER FORCE were lucky enough to go to the pre-launch party the night before. All the top names from the console industry were there, sipping fizzy beverages and nibbling at fishballs and lobster sauce.



To give you some idea of the work involved in creating *Level One* here is what it looked like before...





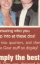
...and after. You enter the shop through a glittering star tunnel. Of course we won't be there when you visit!

Among the rows of software and hardware we bumped into *GamesMaster*'s **Dexter Fletcher** and his actress 'friend' **Julia Sawalha** from such TV hits as *Press Gang* and *Absolutely Fabulous*.

I see the light!

Gamesplayers enter Level One through a light tunnel which opens into a 6000 square-foot arena, complete with cinema-quality surround-sound, a video games challenge area and mood-altering lights, including floating **Sega** logos.





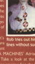
It's amazing who you bump into at these dos!

There are over 5000 software titles in the store — if you played non-stop, it would take nearly six years to master them all (how did they work that one out? —Ed). The challenge area has a 25-screen video wall which can be used by four players when split into quarters, and there's lots of Master System and Game Gear stuff on display!

Simply the best

Level One was designed by top agency Red Jacket. They were given a simple brief: design the best games department anywhere in the world. Their response was what you see on these pages — the new concept of Virtual Retailing.





Rob tries out his chat up lines without success!

Just to show you what's involved in putting a store like this together, Nick went along to HMV with MEGA MACHINES' Adrian Pitt three weeks before the launch. Take a look at the before and after pictures to see what an amazing feat the builders and designers achieved.

But don't take our word for it. Get yourself down to Oxford Street in London and check out Level One for yourself — it's got everything you'll ever need for your Master System and Game Gear, including copies of SEGA MASTER FORCE!



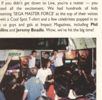


Level One is looking like a fantastic place to pick up anything you desire from the console world.

GOING LIVE!

Did we have fun down at **Live '93** or what? The answer to that question is a definite 'yes'! Five days at London's **Olympia** showing off all the latest **Sega** games, including the brilliant *Sonic Chaos* and *Jungle Book*, holding challenges all day long and giving away tons of prizes.

If you didn't get down to Live, you're a nutter — you missed all the excitement. We had hundreds of kids screaming 'SEGA MASTER FORCE' at the top of their voices to win a Cool Spot T-shirt and a few celebrities popped in to see us guys and gals at Impact Magazines, including **Phil Collins** and **Jeremy Beadle**. Wow, we've hit the big time!



The Impact boys go giggin' down in the smoke. 'Good evening London!'

COSMIC CAPERS

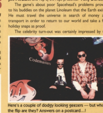
A month before the release of ***Cosmic Spacehead*** on the **Sega** Master System, the loveable space-age lad is already much talked about. At September's **ECTS** (European Computer Trade Show — that means it's not open to you lot!), **Codemasters** showed him off on Master System, Game Gear and Mega Drive, then put on a 'do' for the young space adventurer.

Apart from the usual software boffins, Linus Spacehead was greeted with open arms by a few celebrities. **Andi Peters** from *Children's BBC* was there, as well as Abba clones **Björn Again**, a new band called **CNN**, comedy actor **Joe McGann** and *Top of the Pops* presenter **Tony Dortie**.

In between appearances on BBC's *Live & Kicking* Andi likes nothing more than a bash on his console.

The game's about poor Spacehead's problems proving to his buddies on the planet Linoleum that the Earth exists. He must travel the universe in search of money and transport in order to return to our world and take a few holiday snaps as proof.

The celebrity turn-out was certainly impressed by the new traveller from outer space, with things like 'Can I have a copy?' and 'It's like Barney Rubble meets *2001: A Space Odyssey*, only it's a pity you can't pick up the attendant' being expressed from famous enthusiasts.



Here's a couple of dodgy looking geezers — but who the flip are they? Answers on a postcard…!

Master System *Cosmic Spacehead* is released in November on the Master System and you can find a full review on page 42 of this issue!



RUMBLES IN THE JUNGLE

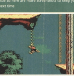


Now be honest, if ever there was a cartoon film you wouldn't expect to see transformed into a beautiful Master System game, it would be ***The Jungle Book***. Rudyard Kipling, author of the book it was based on, would be heartened to see characters like Mowgli, Baloo and the mighty tiger Shere Khan put into in a console game — he could never have guessed they'd become so big.

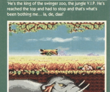
We brought you a small preview of this great new adventure from **Virgin Games** last issue but we've now got the game in the office. There wasn't room for a full review this issue so here are more screenshots to keep you dribbling till next time



We can't wait until next issue when we'll go Jungle Book crazy with a cool review.



'He's the king of the swinger zoo, the jungle V.I.P. He's reached the top and had to stop and that's what's been bothing me… la, de, daa!'



The game has some impressive bonus levels. Here the little hero gets to jump along the backs of a stampede of elephants. He might be squashed flat!



CHRISTMAS IS COMING EARLY!

Those Londoners have it all, don't they? To add to their collection of things to gloat about, they're going to get the **Christmas International Computer Show**. Taking place in Hall 1 at the **Wembley Exhibition Centre** on the weekend of **19–21 November**, it should appeal to those who use 'serious' computers as well as the console crowd, so drag Dad along if he's into the exciting world of business applications. The 'Entertainment Feature' won't make up a huge part of the show so it's probably not worth making your way down from John O'Groats, but you can to try out the latest in computerised entertainment.

What looks to be one of the best parts of the show is the Virtual Reality stand, where you can try out the latest developments like **Zona**'s *Cyber Space System*, a 360°, 30-colour 'graphic extravaganza'. Then there's that 'ever-popular attraction' (read, 'old technology but quite fun'), the 3D simulator — probably the one you'll end up playing if the queues for the Cyber Space System are as long as they look to be.

If the Christmas International Computer Show rings your bell, you'd better get your skates on because there's not much time left. Ring the ticket hotline on **0726 68020** ASAP!

RUNNING RINGS

Your favourite console company, **Sega**, have joined forces with top electronics people **Hitachi** to work on a new generation of video games machine, codenamed 'Saturn', to kick the butt of **Nintendo**'s Project Reality and **3DO**'s Real.

The success of each new console depends on the price, software and how soon they arrive in the high street. Sega/Hitachi look ready to release awith a $500 machine coming out next autumn. Real's on sale in the USA for $700 and Project Reality is due towards the end of 1995.

Their strategy seems carefully planned. Sega's US president, Tom Kalinke, stated: 'If we wanted to we could bring out a machine more or less tomorrow. But it's a question of being able to launch at the right price. I'm not interested in marketing any machine over £500.'



FORTHCOMING ATTRACTIONS

Guess what's just around the corner for your Master System. All these games, that's what! Who says the 8-bit hasn't got much life left? All these software companies seem to think it has!

GAME	PRODUCER	RELEASED
Asterix: The Secret Mission	Sega	November
Bartman Meets Radioactive Man	Acclaim	December
Battletoads	Virgin Games	December
Bignose the Caveman	Codemasters	November
CJ — Elephant Fugitive	Codemasters	November
Cliffhanger	Sony Imagesoft	December
Donald Duck 2	Sega	November
Dracula	Sony Imagesoft	November
Dragon	Virgin Games	1994
Dragon's Fury	Tengen	March
Ecco: The Dolphin	Sega	November
F-15 Strike Eagle	MicroProse	March
Fire and Ice	Virgin Games	December
Itchy & Scratchy	Acclaim	March
Jurassic Park	Sega	November
Kawasaki Superbikes	Domark	March '94
Last Action Hero	Sony Imagesoft	November
Lemmings 2: Tribes	Psygnosis	March '94
Marko's Magic Football	Domark	March '94
Micro Machines	Codemasters	October
Ottifant	Sega	October
Road Rash	US Gold	December
Road Runner	Sega	November
Sensible Soccer	Sony Imagesoft	December
Sonic Chaos	Sega	October
Streets of Rage II	Sega	October
T2: Judgment Day	Acclaim	November
T2: The Arcade Game	Acclaim	November
The Addams Family	Acclaim	November
The Jungle Book	Virgin Games	December
Winter Olympics	US Gold	November

DIG DEEP!

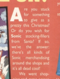
We're a soft touch here at SEGA MASTER FORCE so when **East Park Home** for Infirm Children asked us to help them, we had to print their request.

You see, the home needs an estate car to transport the children and wheelchairs together, and now that their old jalopy has popped its clogs, they're trying to raise enough money for a newer car.

So please beg and throw tantrums until your parents throw all their **BP Options, Esso Tiger** and **Texaco Star** fuel tokens at that lovely Mrs May Henderson, administrator of the home. The address is **1092 Maryhill Road, Glasgow G20 9TD.**

And if you're wondering how the tokens can be turned into hard cash, the answer is that people will buy them at the home's fund-raising events.

WRITE ON!



Are you stuck for something to give as a prezzy this Christmas? Or do you wish for **Sonic** stocking-fillers from Santa? If so, we've the answer: there's all kinds of Sonic merchandising around the shops and it's all dead cool!

We went shopping and came across lots of interesting items. Pencils, rubbers, rulers, note books, folders — whatever's missing from your school bag, you can get with 'Sonic — The Hedgehog with Attitude!' plastered all over it. You'll be the trendiest in your class if you've got hedgehog gear to show off.

All this Sonic stuff is available from the usual high street stores and prices start at around £1



Here's some cool gear to get your hands on!

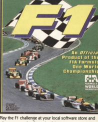
BURN UP THE ROADS!

One of the greatest Formula One racing games ever to burst onto the Master System is coming your way from the guys and gals at **Domark**. We reviewed *F1* in Issue 4 and now you can see it in action at venues all over the country.

Domark have planned a major retail promotion where consumers can play pre-release copies on all formats; shops everywhere are keyed-up for these *F1* national challenges.

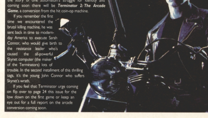
Contestants receive a certificate and the three fastest *F1* drivers will get a chance to go Formula Three racing with top driver **Christian Horner**, who's sponsored by Domark, funnily enough.

Retailers who don't wish to hold the challenge can still take part by using the special Domark *F1* pre-order pads, which guarantee all customers a copy of the game on the day of release: 5 November for MS, 26 November on the GG. The pre-release challenge copies are already available for challengers.



Play the F1 challenge at your local software store and win some amazing Domark prizes.

ARNIE'S BACK!



Phew! Never let it be said that **Arnie**'s a shy, retiring type of fella. In this issue we've got a review of Acclaim's ***Terminator 2: Judgment Day***, the story of one automaton's struggle for identity and coming soon there will be ***Terminator 2: The Arcade Game***, a conversion from the hit coin-op machine.

If you remember the first time we encountered the brutal killing machine, he was sent back in time to modern-day America to execute Sarah Connor, who would give birth to the resistance leader who's caused the all-powerful Skynet computer (the maker of the Terminators) lots of trouble. In the second installment of this thrilling saga, it's the young John Connor who suffers Skynet's wrath.

If you feel that Terminator urge coming on flip over to page 24 this issue for the low down on the first game or keep an eye out for a full report on the arcade conversion coming soon.

PLAY THE RATINGS GAME

Mary Whitehouse 1, Normal People 0! All computer and console games containing 'cinematic scenes of a sexual or violent nature' must be submitted for classification according to the **European Leisure Software Publishers Association** (ELSPA).

They recently signed a preliminary agreement with the **Video Standards Council** (VSC), the body responsible for awarding certificates to films. This agreement covers six months in which the VSC with prepare a series of detailed guidelines explaining how the rules should be interpreted and the business practices to follow.

Roger Bennett at ELSPA denied the cynical view (who, us?) that the agreement was rushed into place as a result of the controversy surrounding *Night Trap* on the Mega Drive, where young girls died as part of the storyline. He claimed ELSPA and the VSC had been discussing such an arrangement for a year before the game was released, prompted by the vision that the future for consoles lies in video-quality graphics.

It seems that far from curbing the number of controversial games, the new guidelines will increase their popularity. Games publishers may be tempted to release more '15' and '18' games in order to bring older players into the market.

HAUNTED HAPPENINGS!

Take one Sixties cult TV series, add liberal amounts of digitised theme tune and a spooky platform romp, and voilá — a game fit for the Master System! It can only be the irrepressible ***Addams Family*** and all the comic horror that goes with them.

The stars of film, cartoon and television (they'll probably bring out a record soon!) come to the MS in a fun-packed platform game full of spooky goings-on based in the creepy family mansion. Poor old Gomez has to rescue his family, held captive around the house. With the added danger of losing the house and family fortune, he certainly has his work cut out.



No time to stop and pick up conkers, splatter the nasty venus fly traps and jump up the tree.

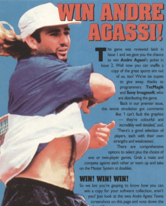


The nasty looking skeleton isn't too much of a problem, just jump over his worthless bonce!

The Addams Family is full of weird and wacky graphics of ghosts and ghoulies, giant owls and vicious snapping tulips. They're all out to stop Gomez and take some beating.

This cart's sure to keep the Addams Family flag flying high. For the full lowdown, watch out for the next issue of the Sega Master Force and remember — you read it here first.

WIN ANDRE AGASSI!



The game was reviewed back in Issue 1 and we gave you the chance to win **Andre Agassi**'s jacket in Issue 2. Well now you can snaffle a copy of the great sports sim out of us, too! We've six copies to give away, thanks to programmers **TecMagik** and **Sony Imagesoft**, who are distributing the game.

Back in our premier issue, this tennis simulation got comments like: 'I can't fault the graphics — they're colourful and incredibly well detailed,' and, 'There's a good selection of players, each with their own strengths and weaknesses'.

There are comprehensive options to select plus the choice of one or two-player games. Grab a mate and compete against each other or team up and take on the Master System at doubles.

WIN! WIN! WIN!

So we bet you're gasping to know how you can win a copy for your software collection, aren't you? Just look at the two *Andre Agassi Tennis* screenshots on this page and note down the five differences.

Fill in the coupon and send it to: **Andre Compo — The Remix, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**

SPOT THE DIFFERENCE

Circle the differences on screenshot two...

1

2

My name is:...

I live at:...

....

....

Postcode:...



The Simp

Matt Groening's all-American madcap family burst back into the Sega world this month with a new game and two new videos. NICK ROBERTS checks out the phenomenon that is The Simpsons.

You all should know who **The Simpsons** are — the crazy family who star in hilarious cartoon double-bills on Sky One. The shows are watched by over 1.2 million people every week and the cheeky young lad of the family, Bart, has become a cult hero for children and adults all over the world.

With the introduction of ***The Simpsons Collection*** on video, this family's madcap antics began to reach a wider audience and merchandising soon began to crop up everywhere.

Now you can get almost anything you want with The Simpsons plastered all over it. Duvet covers, mugs, fluffy mats, slippers, clocks — you can even have them on your toast!

Here's a look at just a few of the crazy things on offer…

Balloons

You've probably seen these sold in the street by someone holding a huge bunch. I've always wondered why they don't take off with all those helium-filled balloons in their hands!

Anagram Simpsons balloons come in all shapes and sizes. Starting with the tiny little Bart head and hearts, through three different heart-shaped balloons showing the family to the huge Bart Simpson's Air Walker. This balloon's massive and when filled with helium, can be weighted down with paper clips so it looks like he's walking around the room — brilliant!

Clocks

If it's a timepiece you fancy in your Christmas stocking, **Zeon** have a great range of Simpsons tickers. They can be found in shops everywhere and start with two wrist watches, one with Bart on the top.

There's a big red alarm clock and another showing the lad in various poses, then the best timepiece you'll ever see! A huge clock with straps showing all the family — really cool!

Prices on these tickers start at £9.99 for the watches and go up to £29.99 for the huge clock.

Talking alarm clock

Now this is brilliant! If you have problems getting up in the mornings, like I do, you need Bart Simpson to get you out of bed. Under the little lad's arm is a trusty red skateboard with the time on it.

When the alarm goes off he shouts, 'Yo dude! Wake up and get out of bed', but if you're like me you'll just hit the snooze button. If you do, he waits another ten minutes then shouts, 'Hey man! Aren't you out of bed yet?'!

You can find **Wesco**'s talking Bart clock in all major stores so get one now!

Pasta shapes

Slurp! We just love these at SEGA MASTER FORCE. Our Rob's a bit of a vegetarian, you see, and when these came into the office it wasn't long before he was wolfing them down by the bucketload!

HP's Simpsons goods immortalise all the members of the family in pasta shapes covered in a rich tomato sauce — scrumptious! You can get these culinary delights from all top supermarkets — put them on your mum's shopping list.

Shrinkles & case

Shrinkles are ingenious things. They start out as a flimsy piece of sheet plastic and can be coloured in with normal pencil crayons. In the pack are pictures of the entire family in various poses. Once coloured, they're baked in the oven where they shrink down and harden up. You can then use the designs for key rings, fridge magnets and badges! This cool cassette-carrying case is also from Shrinkles inventors **Minits** and is a great way to store your music tastes.

Happy families

The *Simpsons* cartoon shows star hundreds of characters, all with their own hilarious one-liners and habits. You can find out more about the people of Springfield (that's the town where they live)over on page 18, in the *Bart Vs The World* review, but here's a look at the family members to keep you going.

Bart

This guy is what it's all about. His full name is Bartholomew J Simpson, he loves skateboarding, writing lines at school (!) and watching *Itchy & Scratchy* on TV. He's always getting into trouble but nothing too nasty. His adventures always have a moral at the end to teach viewers right from wrong.

Lisa

This little girl is Bart's sister. She's always showing her big brother up at the dinner table because she's really bright and gets straight 'A' grades at school.

Her passions include playing the blues on her saxophone, to the annoyance of the neighbours and her parents.

Maggie

The baby of the family, who's only just learning to walk. She sucks on her dummy all of the time and can often be seen stumbling along then falling flat on her face! She's being trained up to be as naughty as her big brother, Bart although Lisa wants her to have all the advantages she didn't as a baby!

Marge

Marge is a home-maker and likes nothing more than to cook, clean, wash and iron for her family, but it occasionally gets her down. She spends many hours creating a beautiful meal just to have the rest of the bunch wolf it down in a couple of minutes — pigs!

Homer

An all-American dad with a pot belly, receding hairline and love of football, beer and food. He works at the Springfield nuclear power plant where he spends his time eating frosted doughnuts, instead of watching the warning lights! He's always trying to out-do his squeaky-clean neighbour, Ned Flanders.



Itchy & Scratchy

Ahh, I remember the days when cartoons were loveable, harmless, three-minute wonders. Tom would chase Jerry and in the process have most of his precious whiskers ripped out, get bashed on the head and kicked out of the house by the fat lady. But the most important thing was that they were friends in the end.

Anybody familiar with *The Simpsons* can't fail to have seen the descendants of Tom and Jerry. The violent Itchy and Scratchy get up to all sorts of gruesome goings-on, but it always seems to be Itchy the Cat who gets the raw deal. Scratchy the Mouse uses anything around him to cause pain and suffering, including trapping the feline in escalators, liquidizers and setting angry animal rights campaigners on his back!

These short cartoons are found in many of Bart's adventures and the Simpsons seem to love 'em! Itchy and Scratchy are coming soon to the Master System and Game Gear, too, in a brand new **Acclaim** game.

This cool cart's released next year but we're not sure what it involves yet as it's still early days. If the cartoons are anything to go by, the game's going to a right madcap romp!

Life is never a bed of roses for poor old Itchy, or is it Scratchy — we don't know. All will be revealed soon!

The cat and mouse duo are always ready for a good fight. Tom & Jerry were never like this!

Bartman returns!

There are two great new videos in the shops with a *Simpsons* double-bill on each. With these *The Simpsons Collection* tapes total ten, and feature hilarious shows from the hit Sky One series for all to see.

Turn the page and you can win a complete set of these cool videos for yourself!

There are lots of laughs to be had in these two new videos joining *The Simpsons Collection*.

Bartman Meets Radioactive Man

Everybody has a hero, whether they're in films, books or television. Bart Simpson's hero is a comic-book superhero called Radioactive Man, who through no fault of his own was involved in a nuclear accident which gave him strange powers.

Poor Bart's worst nightmare comes true when he discovers that this brave crimefighter has been captured (sounds like a bit of wimp to me —Ed) so it's up to Bart to find him and save the world.

Coming soon to a Master System and Game Gear near you is *Bartman Meets Radioactive Man*, based on the lad's adventures as he travels through many strange and dangerous levels to rescue his hero. On his journey he meets some familiar faces, all mixed up in a surreal concoction of platforms and underwater caverns.

SEGA MASTER FORCE will review the game very soon so watch this space.

Do the Bartman dudes! Our hero takes to the sky.

The nasty junkyard is the first port of call for this boy of steel. Watch out for the yapping dogs!

In *Bartman Meets Radioactive Man* the little yellow-faced lad dons a cape and mask and becomes a super hero!



WHO'S BARTED?

We've gone Simpsons mad this issue with a review of the great ***Bart Vs The World***, feature on the wacky all-American family and more merchandise than you can shake a stick at! And here's your chance to bag some brilliant Simpsons prizes for yourself — but you'll have to know a bit about this famous TV family to stand a chance of winning.

We've got two complete sets of ***The Simpsons Collection*** videos to give away thanks to **Acclaim Entertainment**, the people who brought you *Bart Vs The Space Mutants* and the new *Bart Vs The World*. The sets comprise of ten videos with two cartoons on each and retail for £8.99 in the shops.

The first two people out of the mailbag get a set of videos each, then a hundred runners-up get a set of Simpsons badges featuring Bart and his family in various poses — so you stand a good chance of winning!

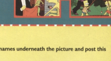
All you have to do is look at the four pictures of *Simpsons* characters on the coupon, write down who you think each one is and post it off to this address: **WHO'S BARTED COMPO, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

WIN SETS OF SIMPSONS VIDEOS AND TONS OF BADGES

The two new videos in the collection have some really hilarious scenes to watch out for. In one, Marge has to paint Homer's boss Mr Burns for an important portrait. She ends up painting the old geezer in the noddy!

In another video Bart catches a three eyed fish in the local pond — with hilarious consequences!







Bart's buddies!

Here are four characters from the hit *Simpsons* shows... but who are they? Fill in the names underneath the picture and post this coupon off to reach us at SEGA MASTER FORCE no later than 6 December.











A........................ B........................ C........................ D........................

Name: ....

Address: ....

....

....

Postcode: ....



It's the dude in the dark shades and big white sneakers on the Master System. *Cool Spot* is one fantastic platform game — play it!

SEGA MASTER BLASTER

Nick can see spots before his eyes! Big red ones with a funky walk and a pair of dude shades! Time to call the men in the white coats...

'What on earth is a 'Cool Spot'?', I hear you cry. Well... he's a spot, isn't he! A spot that wears white gloves and sneakers, plus a pair of dark shades to hide his piggy eyes. He's the coolest dude on the beach and drinks lots of fizzy pop!

This red, spotty hero started life squashed between the '7' and the 'Up' of the popular soft drink. In fact Virgin Games originally wanted a licensed game but legal reasons prevented them, so out goes Fido Dido and in comes Mr Cool Spot. The cart's still packed with fizzy bubbles and green bottles, though.

Okay, so it's another platform game, but the console wizards at Virgin have packed in some of the best sprite animation you'll ever see on the MS.

There are eleven luscious levels to bounce through and the object in each is to rescue your spotty pals. They've been captured by the evil Wild Wicked Willy Will (you what? — Ed) so he can prove to the world he's not mad and hasn't been imagining spots before his eyes.

Free the zits!

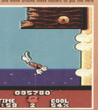
There are a set number of small spots to rescue on each level and piles of bonuses and power-ups to collect. Bubbles can be used to float to higher levels and balloons swung on to move across the screen. Red spots are collected to free your mates, but collect more than necessary and you're blessed with a bonus level.

Cool Spot is one manic game. You bump into all kinds of creatures along the way: mice in pyjamas, bright yellow canaries, strange cowboys with big guns and mad pilots try to stop Spot rescuing his pals. You've got to duck, jump, slide and move around these nutters to put the hero through his paces — and hundreds of frames of animation.

With bonus games to play, neat presentation screens and plenty of levels to get stuck into, you'll be playing *Cool Spot* till the cows come home!

MF

There are lots of different levels, each with new obstacles and clever mazes to move the hero around.



Diving head first into the sea isn't a good idea — spots aren't well known from their swimming abilities!

Leave the little guy alone for a few seconds and he'll start playing with his yo-yo — how cute.

The task in each level is to collect enough red spots then rescue Cool Spot's pals from their cages.



Ouch! Landing on your face is never a good way to store up extra lives. I bet that really hurt!

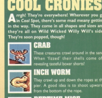


Don't you dare throw that piece of cheese! Why is this mouse wearing his pajamas?



COOL CRONIES

Arrgh! They're everywhere! Wherever you go in *Cool Spot*, there's some mad meany getting in the way. They come in all shapes and sizes and they're all on Wild Wicked Willy Will's side. They're soon popped, though!

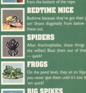


CRAB

These creatures crawl around in the sand. When 'fizzed' their shells come off, revealing tasteful boxer shorts!

INCH WORM

They crawl up and down the ropes at the pier. A good idea is to shoot upwards from the bottom of the rope.



BEDTIME MICE

Bedtime because they've got their pyjamas on! Shoot diagonally from below to sort these out.

SPIDERS

After *Arachnophobia*, these things give us the willies! Blast them out of their webs — quick!

FROGS

On the pond level, they sit on lilypads and you never *spot* them until it's too late. Pop 'em quick!



BIG SPIKES

These are difficult to spot at first but deadly to the touch. They can be jumped with care.

TINY TACKS

Like the spikes these will damage Cool Spot easily. Jump over them as they usually protect bonuses.



Being a tiny little character a deck chair is a big adventure to Cool Spot! It's bouncy too!



This is no time to play around — get rescuing!

Rob bubbles... *'IT'S GOT CLASS'*

I'm going to try my hardest not to mention Biactol... damn! But this particular spot *isn't* unwanted and doesn't sit on the end of your nose, crying out for the tweezers.

This spot's a hip 'n' happening dude with great dress sense. Even though he's the coolest spot you'll meet, he's also rather angry because all his friends have been captured by a nutter out to prove he isn't as mad as everyone thinks. Guide the radical blemish through a succession of classic levels which involve much more than the average run to the exit. That's what makes *Cool Spot* interesting — all the levels are well thought-out; none gave me a horrible Master System game déjà vu attack.

As you'd expect, the graphics are excellent. The strange thing is they're not very MS, but that's not a bad thing. The sprites are wonderfully detailed and coloured, right down to the laces in Cool Spot's trainers. The sound's a little weak but humorous so you shouldn't hear shouts of 'Turn it down!' too often

Oh, how I wish all platform games showed as much thought and originality, instead of following normal trends and having level upon samey level full of dreary nasties — yawn. None of this in *Cool Spot* — it's got class!

ROB 89%



The brave little fella is trapped inside a suction tube — help him quick!

Cool Spot is the trendiest platform game character in the whole wide world!

I SEE SPOTS!

There are all kinds of spotty power-ups and potions Cool Spot can use to help him rescue his pals. This is what they look like:

RED SPOT
Collect a certain amount of spots to free your trapped friend. Grab 20 more than you need for a bonus level.

V-SPOT
These useful items are worth a whopping ten spots. They're often hidden in awkward places.

TIMER
Very useful in the bonus level. The timer increases the amount of... er, time you have to finish a section.

POTION
Running low on energy! Collect this floating object and Cool Spot's fully recharged. Cool!

MARKER POST
To avoid restarting at the beginning of a level when you lose a life, simply touch these posts to record your position.

BUBBLE
There are two type of bubble to watch out for. One catapults Cool Spot high into the air and the other sucks him in then pops.

BALLOON
Leap up and grab hold of the floating balloons. They eventually lead to extra items and help you avoid trouble down below.

VIRGIN ICONS
Found in the bonus levels. Exchange them for valuable continues when all your lives run out. Oh, and the letters spell out VIRGIN!

Nick raves... 'COOL ANIMATION'

Mega Drive *Cool Spot* was a brilliant platform shoot-'em-up with a unique lead character — a trendy red spot wearing shades. Now it's been converted to the Master System and retains all its originality and slickness.

What first impressed me was the amount of cool animation and detail that's gone into the visuals. *Cool Spot* strides about the screen, full of confidence. His expressions and characteristics are great: if you leave him alone for a few seconds, he plays with a yo-yo until you press a button, and when he jumps really high, his shades lift off as he falls to the ground. Brilliant!

The big problem with the majority of platform-cum-shoot-'em-ups is they can be completed with no hassles. *Cool Spot* surprised everyone at SEGA MASTER FORCE. I barged my way through the crabs and flies on Level 1, but it wasn't long before I'd run out of lives and had to start all over again. You can get away with this sort of playing style in other platformers, but not this one! There are restart points to trigger and lots of bonuses to discover on each level so playing a section again isn't too much of a chore.

What can I say about *Cool Spot* besides it's fantastic?! It wouldn't look out of place on a 16-bit console. Who needs high prices when the Sega 8-bit can do something as cool as this? Well done everyone at Virgin.

NICK 92%





As you can see, the instructions in the game are neat and simple to follow — we think!



Att-choo! The bubbles in 7-UP always go up your nose, don't they?

Spikes are placed along many of the platforms. Some of them are to protect bonuses behind, so jump them!

Later in the game there's a level with water at the bottom. Slip off a platform and you're in the drink!

PIER PRESSURE

Cor! Look at that. It's a huge sign with the name of the level on it. Cool!

UNUSED TIME BONUS

It's well worth collecting as many spots as possible and completing each level in a good time, you'll earn 1-UPs!



MF Rating
Cool Spot

92	Graphics
88	Sound
93	Playability
92	Lastability

Slick animation, colourful visuals, trendy tunes and a good challenge for platform fans.

Virgin
£32.99

91



Out: Now
☎ 081 960 2255
Platform

COOL SURF DUDE!

WIN! A SEGA MASTER SYSTEM II, COPIES OF COOL SPOT AND LOADS OF TRENDY BADGES!

Don't worry about his appearance, this is one spot you won't want get rid of. Cool Spot is a new breed of games superhero. Who needs soppy blue hedgehogs or supersonic cauliflowers when you've a red spot to save you?

If you're not familiar with this new dude on the block, he's a big red spot decked out in trainers, a pair of Ray-Bans and large grin. He's on a desperate mission to rescue the rest of his spot friends from Wild Wicked Willy Will, who's intent on proving to the world that his sanity is not wavering and the spots before his eyes do exist.

Cool Spot originates from the big red spot in the 7-UP soft drink logo. Virgin couldn't get the licence for the cool character Fido Dido so alone comes this hero instead to fill his sneakers.

Hot spots!

Well that's the story, now down to business. Sega Master Force and Virgin are giving away fantastic spotty prizes to lucky winners.

First prize is a Sega Master System II, a copy of the *Cool Spot* game and a pin badge. Ten runners-up each receive a copy of the amazing game and a cool badge; other entrants also receive a smart Cool Spot pin badge (while stocks last) to proudly display to their friends.

All you have to do to get your hands on a prize is send a photo or picture postcard of a spot that means a lot to you! It doesn't have to be a nasty facial blemish, you can send a photo of a favourite dog named Spot or favourite picnic spot — absolutely anything, we're leaving it entirely up to you. The most amusing pictures earn the sender one of the many prizes on offer.

Send in your photos and postcards to: The Tweezer Pleazer, Sega Master Force, Impact Magazines, Ludlow, Shropshire SY8 1JW, to reach us no later that 6 December, please (leopards, dalmatians, McDonald's staff etc need not apply).



What a dude! *Cool Spot* is looking really neat on the Sega Master System. Just flip back a page and read our review, if you haven't already. This little guy is going to go far! Take our word for it.




Choose the correct door on the Great Wall of China or Bart gets fried by the dragon!


Controlling Bart takes some practice, you'd better master him before this tricky level.



BART VS THE

Attention, good people everywhere, be on the look-out for a strange family with yellow skin and wild hairstyles. The Simpsons are off on a trip around the world!

Gosh, aren't they lucky? The Simpsons have won a competition and their prize is a special Krusty the Clown treasure hunt which takes them through many different countries, collecting tacky Krusty merchandise as they go. If they find all the special items they're in for a big surprise — but it isn't a nice one!

You see, this treasure hunt isn't what it seems. It's a sinister plan created by the owner of Springfield nuclear power plant and Homer Simpson's boss, Montgomery Burns.

He has relatives all over the world (who look just like him!) and they hope to put an end to The Simpsons. By popping off the family, Burns would save his power plant the thousands of dollars it costs to repair Homer's endless bodges.

Games galore!

Bart Vs The World isn't just another run-of-the-mill platform game. Just as the holiday isn't all it seems, there's more to Bart's latest adventure than meets the eye.

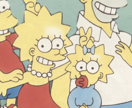

In some levels there are lots of special Krusty items to be collected with help from the rest of the family.

There are platform sections to complete to move further around the world but in between are all kinds of sub-games for extra lives and Krusty bonuses. Fruit machines, card games, sliding puzzles and a *Simpsons* trivia quiz are packed in to break up the monotony and make this cart a must for fans of the hit cartoon series.

Through the levels, Bart encounters all the members of Mr Burns' strange family. In China there's Fu Manchu Burns and his gang of merry cohorts. Bart gets out his trusty skateboard and trundles down the Great Wall of China, using bottle rockets, cherry bombs and firecrackers to improve his chances of survival.

The Abominable Snow Burns lives at the North Pole and the game finishes in Hollywood, where famous film director Eric Von Burns has special effects up his sleeve for our yellow-haired hero. MF

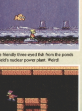
The Simpsons — an all-American happy family.





Krusty the clown has become a Sphinx in the Egyptian level — but what's Homer up to?

Each part of the world has a relative of Mr Burns to stop our hero in his quest for the Krusty items.



It's Blinky the friendly three-eyed fish from the ponds near Springfield's nuclear power plant. Weird!

Grab a cape and mask and our yellow haired hero becomes Bartman! This gives him the ability to fly.



Yo, ho, ho and a bottle of rum! Bart takes on a band of devious pirates with nothing but cherry bombs!



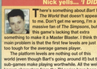


Hello Lisa, what are you doing hanging around on this wall? Be careful, you might fall off.



He's a great dad really, isn't he? Even if he does have an over eating and drinking problem.

Nick yells... *'I DIDN'T HAVE A COW MAN!'*

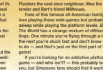


There's something about *Bart Vs The World* that doesn't appeal to me. Don't get me wrong, I'm a massive fan of *The Simpsons*, but this game's lacking that extra something to make it a Master Blaster. I think the main problem is that the first few levels are just too tough for the average games player.

The platform levels are nothing out of this world (even though Bart's going around it!) but the sub-games make playing worthwhile. All the well-known characters from the TV series have been used and they all look brilliant. Krusty the Clown introduces everything and you get to see Ned Flanders the next-door neighbour, Moe the bartender and Bart's friend Millhouse.

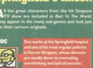
Fans of this famous all-American family will love playing these mini-games but probably fall asleep while playing the platform levels. *Bart Vs The World* has a strange mixture of difficulty settings. One minute you're flying through a level, the next you're stuck fast and don't know what to do — and that's just on the first part of the game!

If you're looking for an addictive platform game — and who isn't? — this probably isn't for you, but *Simpsons* fans should find it worthwhile. **NICK 82%**



Springfield's finest!

All the great characters from the hit *Simpsons* TV show are included in *Bart Vs The World*. They appear in the many sub-games and look just like their cartoon originals.



Doc — Doc works at the Springfield hospital and one of his most regular patients is Homer Simpson, whose ailments are usually down to overeating, overdrinking and lack of exercise.

Grandpa — Frequently appearing in the cartoons, he's a frail, senile old gent who rants on at the rest of the family about the strangest things. He has a tendency to be grumpy.

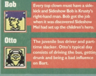


Moe — Owner of Moe's Tavern, the bar where Homer and his best buddy Barney hang out. Moe's usually on the receiving end of Bart and Lisa's prank phone calls.

Millhouse — He's a kind, pleasant little lad, so why on earth is he one of Bart Simpson's best buddies? They're always plotting something, usually in Bart's tree-house.

Ned — The annoying goody-goody neighbour. A highly religious man who tries to guide his children on the right path, which isn't easy when The Simpsons live next door.

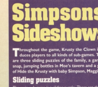
Blinky — A strange little fellow, Blinky is Mr Burn's pet fish at the nuclear power plant. Because of the radiation, this scaly chap has three bulging eyes!



Bob — Every top clown must have a sidekick and Sideshow Bob is Krusty's right-hand man. Bob got the job when it was discovered Sideshow Mel had set up the children's hero.

Otto — The juvenile bus driver and part-time slacker. Otto's typical day consists of driving the bus, getting drunk and being a bad influence on Bart.

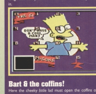
Simpsons Sideshows



Throughout the game, Krusty the Clown introduces players to all kinds of sub-games. There are three sliding puzzles of the family, a game of snap, jumping bottles in Moe's tavern and a game of Hide the Krusty with baby Simpson, Maggie.

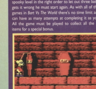
Sliding puzzles

The main sub-game is a sliding puzzle. There are three in the game showing Bart, Marge and Homer. They are tough but luckily there's no time limit to complete them in.



Bart & the coffins!

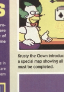
Here the cheeky little lad must open the coffins of the spooky level in the right order to let out three bats. If he gets it wrong he must start again. As with all of the sub-games in *Bart Vs The World* there's no time limit and you can have as many attempts at completing it as you like. All the game must be played to collect all the Krusty items for a special bonus.



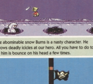
Simpsons snap

Turn over two cards at a time to match up famous characters from the TV show. You only get four chances to find the lot! A trick here is to uncover the top row of cards first of all, this makes remembering who is where easier and you will soon be matching them all up and getting on with the next level.

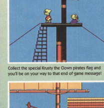




Krusty the Clown introduces each area of the world with a special map showing all the levels and sub-games that must be completed.



The abominable snow Burns is a nasty character. He throws deadly icicles at our hero. All you have to do to kill him is bounce on his head a few times.



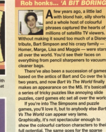
Collect the special Krusty the Clown pirates flag and you'll be on your way to that end of game message!

What on earth is Bart doing? Whatever it is that chinese man doesn't like it — he's running away!



Yee-ha! Jump the gaps in the Great Wall of China, get it wrong and Bart comes a cropper!

Rob honks... *'A BIT BORING'*

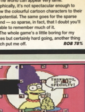


A few years ago, a little lad with blond hair, silly shorts and a whole host of colourful phrases captured the hearts of millions of satellite TV viewers. Without making it sound too much of a Disney tribute, Bart Simpson and his crazy family — Homer, Marge, Lisa and Maggie — were stars all over the world. You'd see their faces on everything from pencil sharpeners to vacuum cleaner bags.

There've also been a succession of games based on the antics of Bart and Co over the last two years, and now *Bart Vs The World* finally makes an appearance on the MS. It's basically a series of tricky puzzles like annoying slide puzzles, card games etc set all over the world.

If you're into The Simpsons and puzzle games, you'll love it, but to anybody else *Bart Vs The World* can appear very lame. Graphically, it's not spectacular enough to show the colourful cartoon characters to their full potential. The same goes for the sparse sound — so sparse, in fact, that I doubt you'll be able to remember much of it.

The whole game's a little boring for my tastes but certainly hard going, another thing which put me off. **ROB 78%**



It's Marge's sliding puzzle to complete for extra Krusty items.



MF Rating

Bart Vs The World

88	Graphics
80	Sound
74	Playability
70	Lastability

A good-looking Simpsons adventure with excellent sub-games but lacks lastability.

Acclaim

£29.99



80

Out: Now

☎ 071 344 5000

Arcade



Look at the size of that amplifier and speaker system! I bet that has a good beat!

Tinkling the ivories the Zool way. Go on you ninja ant, give us a tune!

ZOOL

He's lean, he's mean — he's an ant hill-making machine! Zool is ready to roll in a great platform game. Just don't spill any boiling water!

There've been all kinds of heroes on the Master System, in all shapes and sizes. We've had a speedy hedgehog, a fox with two tails, an egg in red boots and a big red spot! So why not add a ninja ant to the collection?

Zool — or to give him his full name, Zool, The Ninja of the Nth Dimension — has a brand new platform adventure for you to get stuck into. No one's sure of Zool's mission but we do know the 20-odd levels are split into various themes.

Starting in Sweet World, full of chocolate bars and Chuppa Chup lollipops, there are 99 sweets to collect and the golden Zool symbol to find before the hero can move on to the next level.

Ant rap

Zool's journey takes him through Music World with drums and keyboards, the Meccano mazes of Tool World, and Fun Fair World, packed with rubber ducks, clowns and 'test your strength' machines!

In platform game tradition, there are three or four levels per world and a ghastly guardian at the end of each. Restart points are triggered to make losing a life less of a chore and there are three continues to use.

With all these restarts and continues, Zool's quite easy to complete — in fact, we went all the way through the game while reviewing it. As with many platform games today, it's mostly aimed at the younger games-playing audience.

Take one too many knocks and our hero falls to his doom. It beats being covered in boiling water!

Tottering on the edge of a platform avove spikes is not the best situation to be in.

Look out jelly and ice cream, here I come! Zool is a hungry little fellow, someone pass him a spoon!

Nick itches... 'TOO EASY'

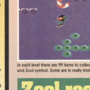


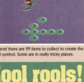
I was quite excited (for once) when *Zool* came into the SEGA MASTER FORCE tree house. I hadn't played a cool platform game for a while and was looking forward to getting to grips with it. I loved every minute. The trouble was, it wasn't many minutes before I completed the whole game!

The adventure looks great, its colourful levels packed with interesting characters and tricky mazes. Zool himself has some great animation, including special sequences when he totters on the edge of a platform and falls to his doom. I suppose Rob's comment is right — there isn't much variety from level to level — but that's a problem common to the majority of platform games.

I found *Zool* incredibly easy. Even the end-of-world guardians are a piece of cake; they only need a few shots to pop off. A *good* thing is that it drew a crowd. The lads from AMIGA FORCE came over and said, 'Wow, it's faster than the Amiga version!' so that's quite a boast.

Zool is good fun while it lasts. If Gremlin release *Zool 2* for the Master System, they should increase variety and toughen up the whole thing. **NICK 72%**







In each level there are 99 items to collect to create the end Zool symbol. Some are in really tricky places.



Our friendly neighbourhood ant even has a rocket ship to zoom about in — what a hero!

Zool rools!



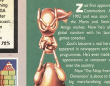
Zool first appeared on the Commodore Amiga in 1992 and was soon hailed as the Mario and Sonic of the Amiga market. Now he's all set for global stardom with his launch onto games consoles.

Zool's become a real hero and has appeared in newspapers and television programmes. He's even made personal appearances at computer shows all over the country.

Now 'The Ninja from the Nth Dimension' is about to become a big merchandising opportunity. You can already get T-shirts with his insect-like face on them but you'll soon be able to kit out yourself and your bedroom in *Zool* memorabilia. Duvet covers, mugs, handheld electronic games and clothing could be just around the corner.

So keep your eyes peeled and watch those supermarket spaces for Zool — he's definitely cool!





Yee-har! In the fun fair world the bouncy castle is a great laugh. I hope Zool doesn't have any spikes on him!



The notes from the trumpet push Zool up into the air.



After 99 items have been collected one of these special Zool symbols appears somewhere in the level.



Wow! Giant lollipops. I bet they take some licking. They'd probably make your tongue sore.



MF Rating

Zool

82	Graphics
80	Sound
64	Playability
58	Lastability

Zool's a great-looking platform game but too easy for experienced players and there's not enough of it!

70

Gremlin

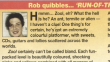
£29.99

Out: Now

☎ 0742 753423

Platform

Rob quibbles... 'RUN-OF-THE-MILL PLATFORMER'



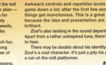
Hmmm... Zool, eh? What the hell is he? An ant, termite or alien — I haven't a clue! One thing's for certain, he's got an extremely colourful platformer, with sweets, CDs, guitars and lollies scattered across the worlds.

Zool certainly can't be called bland. Each fun-packed level is beautifully coloured, shocking pinks and yellows combined with all manner of squiggly bits and pieces.

Unfortunately, the gameplay isn't as pleasing. Awkward controls and repetitive levels let the game down a lot; after the first few sections things get monotonous. This is a great pity because the idea and presentation are brilliant.

Zool's also lacking in the sound department. Apart from a rather uninspired tune, there's little to hear.

There may be doubts about his identity but Zool's a cool character. It's just a pity his game's a run-of-the-mill platformer. **ROB 68%**





TERMINATOR 2: JUDGMENT DAY

One day computers will take over the world and terminate all human beings. Can you imagine your Master System going to war with a Nintendo and joining forces with toasters?

1997 was a bad year for mankind. The world was involved in a global nuclear war which wiped out nearly all of civilization. The few survivors of this terrible holocaust called it Judgment Day.

Three decades later, the war against the machines continues, the humans led into battle by rebel commander John Connor.

Skynet, the evil computer organisation behind Judgment Day, have also tried to meddle with time. Their first mission involved sending one of their humanoid Terminator robots back in time to kill Sarah Connor, mother of the resistance leader who would cause so much trouble. This failed miserably when she crushed the Terminator in a steel press.

He's back!

Their second evil plan is to send a new, improved Terminator — the T-1000 — back in time to kill the ten-year-old John Connor. Luckily, the adult John heard of this plot, reprogrammed a captured T-800 — played by Arnie in the film — and sent it back to the Nineties, too.

Your character is the mighty Arnie and his mission is to defend John Connor — the future of humanity lies in your big metal hands! Each level is concerned with specific task, such as finding a gun and staying alive, setting explosive charges and rescuing Sarah Connor.

On your way through each level, you can collect energy power-ups, pistols and ammunition. Pistols can only be found after the first level so you have to fight with your bare fists to begin with.

You've only three lives and limited energy. When you're hit by a bullet or punch, your energy decreases; lose it all and a life's lost, too. Poor Arnie!



And the new born baby lambs skipped playfully into the meadow (hold on that's the wrong caption — Ed)!

With lots of power-ups on the shopping list Arnie's off down the supermarket to see what he can find!

Watch out there could be a radiation leak around these parts! But it doesn't matter — he's a Terminator.

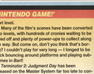
The game has only just started and Arnie's already down the bar — mine's a orange juice and lemonade!

So the story goes...

There's a good intro sequence in *Terminator 2: Judgment Day* which tells the story with nicely-drawn screens. So here's T2 in two seconds...







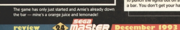
Nick rants... *'AN OLD NINTENDO GAME!'*

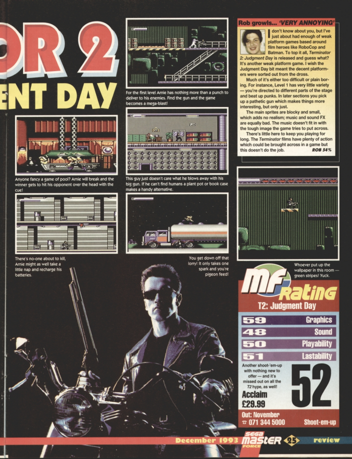
No offense to Acclaim, but they seem to be digging out all their old Nintendo games and converting them to the Master System. Why can't we have original games instead? I don't mind in the case of *Bart Vs The World* because it's a fun game, but *Terminator 2* was never brilliant and the film came and went long ago.

T2 is simply another run-along-and-be-violent game. You play The Terminator and your first job's to punch the lights out on a few crumbly blokes in a bar. You don't get your hands on a gun till the next level.

Many of the film's scenes have been converted into levels, with hundreds of cronies waiting to be killed off and plenty of power-ups to collect along the way. But come on, don't you think that's boring? I couldn't play for very long — I longed to be back bouncing around platforms and playing sub-games in *Bart*!

Terminator 2: Judgment Day has been released on the Master System far too late to contribute to the hype of the film. I really don't know why they bothered. **NICK 49%**





For the first level Arnie has nothing more than a punch to deliver to his enemies. Find the gun and the game becomes a mega-blast!

Anyone fancy a game of pool? Arnie will break and the winner gets to hit his opponent over the head with the cue!

This guy just doesn't care what he blows away with his big gun. If he can't find humans a plant pot or book case makes a handy alternative.

There's no-one about to kill, Arnie might as well take a little nap and recharge his batteries.

You get down off that lorry! It only takes one spark and you're pigeon feed!

Whoever put up the wallpaper in this room — green stripes! Yuck.

Rob growls... *'VERY ANNOYING'*

I don't know about you, but I've just about had enough of weak platform games based around film heroes like RoboCop and Batman. To top it all, *Terminator 2: Judgment Day* is released and guess what? It's another weak platform game. I wish the Judgment Day bit meant the decent platformers were sorted out from the dross.

Much of it's either too difficult or plain boring. For instance, Level 1 has very little variety — you're directed to different parts of the stage and beat up punks. In later sections you pick up a pathetic gun which makes things more interesting, but only just.

The main sprites are blocky and small, which adds no realism; music and sound FX are equally bad. The music doesn't fit in with the tough image the game tries to put across.

There's little here to keep you playing for long. The *Terminator* films have plenty of action which could be brought across in a game but this doesn't do the job. ***ROB 54%***

MF Rating

T2: Judgment Day

59	Graphics
48	Sound
50	Playability
51	Lastability

Another shoot-'em-up with nothing new to offer — and it's missed out on all the *T2* hype, as well!

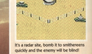
52

Acclaim
£29.99

Out: November
☎ 071 344 5000

Shoot-em-up





It's a radar site, bomb it to smithereens quickly and the enemy will be blind!

DESERT

SEGA MASTER BLASTER

Sun, sea, sand and fanatical terrorists intent on world domination. Oh dear, it's always the way when you spend a weekend at Mablethorpe-upon-Sea!

There's a red alert in the Middle East. General Kilbaba, an evil dictator, is threatening to wage nuclear war on the rest of the world. It's your job as a professional helicopter pilot to stop this nutcase and his evil army of fanatics.

Desert Strike's spread over four levels full of tough missions involving flying skills and military strategy — plan how to destroy targets without being blown out of the sky yourself! There are four or five missions per level which must be executed in the right order.

Missions involve destroying enemy radar sites (thus disabling their communications), bombing airfields, capturing scientists (for secret information) and finally blowing hell out of Kilbaba's hideout, bringing him to justice once and for all.

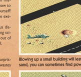
Just deserts!

It may sound pretty straightforward, but lots of nasty surprises lurk in the desert. Scattered around the sand-filled wastes are gun and missile emplacements, which need to be avoided or destroyed before they cause considerable damage.

When *Desert Strike*'s paused, your damage is displayed as a percentage meter. This screen also keeps track of ammunition and fuel supplies, which can be topped up by collecting crates scattered around the desert. You can also rescue stranded troops from the mercy of Kilbaba's foot soldiers by winching them up in a similar fashion.

To access other levels quickly and easily, you're given a password which takes you straight to the start of the desired set of missions. These passwords differ, depending on you score, lives, ammo etc, so you can build on previous success and whup that madman's ass! mf

Once prisoners have been collected from their hiding places they must be dropped off at the waiting boat.



Blowing up a small building will leave a giant crater in the sand, you can sometimes find power-ups here.



Tanks, barracks, radars, soldiers and power lines must all be attacked in the game — just like real life!



You start your first mission out in the ocean. Be careful not to bomb the ship!

Nick gasps... 'LIKE THE MD!'

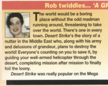
Desert Strike was a roaring success on all other console formats, the Mega Drive game selling by the bucketload. This Master System conversion has almost everything the 16-bit original did. The *tiny* thing that's missing is the way you could spray bullets around, but that's hardly essential, is it?

The graphics, presentation, sound and gameplay are fantastic. You can hardly tell the difference between this and the Mega Drive game. All the missions and co-pilots are here — there's even a detailed into sequence telling the story, complete with animated madman!

The thing is, I was never a fan of *Desert Strike*. I'm the sort of person who likes platform romps with cutesy characters and addictive gameplay. You've got to sit down with this game, read all the instructions and plan your moves carefully. This isn't a bad thing, though: some people prefer strategy and unpredictability.

If you fancy a good blast that needs a bit of thought, *Desert Strike* is for you. It's set to be just as successful as the Mega Drive original. Well done (again) Domark and The Kremlin programming team. **NICK 88%**

Rob twiddles... *'A GREAT CONVERSION'*



The world would be a boring place without the odd madman running around, threatening to take over the world. There's one in every town. *Desert Strike*'s the story of a nutter in the Middle East who, along with his army and delusions of grandeur, plans to destroy the world! Everyone's counting on you to save it, by guiding your well-armed helicopter through the desert, completing mission after mission to finally foil the loony.

Desert Strike was really popular on the Mega Drive, its original control method a breath of fresh air for shoot-'em-up and flight sim fans alike. The Master System version is exactly the same in addictive gameplay and level layout.

The helicopter looks cool, as does the scenery. The intro sequences are impressive — plenty of detailed static images to drool over while you're having a break. The tune may be a touch boring but the explosive sound effects are great.

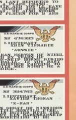
Desert Strike's a superb conversion from the MD, with enough cool gameplay to keep you twiddling buttons for some time to come. **ROB 92%**

STRIKE

Mad Marines

You can select any of the five Marine co-pilots in the Master System version of *Desert Strike*. They will come along with you in the helicopter and help out with navigation, fighting and rescuing prisoners. It's important to choose the right one for you as they all have different combat skills.





U.S MARINE CORPS
SN 724564
LIEUTENANT
KEITH RICHAELS
'TRACKER'

U.S MARINE CORPS
SN 547326
LIEUTENANT
DAVE ARRICK
'MR. D'



It's all over for the crew of this helicopter. They didn't succeed in their mission because they're on fire!



Pressing Pause calls up the map and status screens in the game. Handy for finding those illusive radars.

Spot the difference!

When we plugged *Desert Strike* into the Master System, we couldn't believe how similar to the Mega Drive game it is.

Just take a look at the screenshots below. The one on the left is from the new Master System game, the one on the right is the same scene from the Mega Drive. Or is it the other way around? We'll let you decide.





What stops most people succeeding at Desert Strike is lack of fuel.

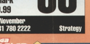
Desert Strike

85	Graphics
82	Sound
90	Playability
92	Lastability

A shoot-'em-up for the thinker. A brilliant conversion of the hit MegaDrive cart

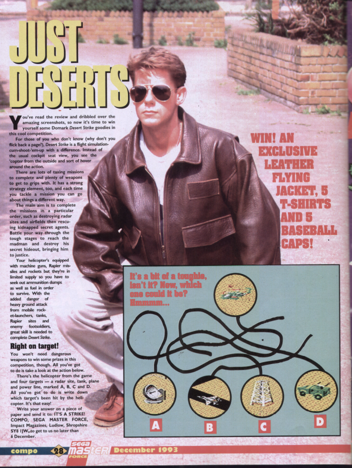
90

Domark
£29.99



Out: November
☎ 081 780 2222

Strategy



JUST DESERTS

You've read the review and dribbled over the amazing screenshots, so now it's time to win yourself some Domark *Desert Strike* goodies in this cool competition.

For those of you who don't know (why don't you flick back a page?), *Desert Strike* is a flight simulation-cum-shoot-'em-up with a difference. Instead of the usual cockpit seat view, you see the 'copter from the outside and sort of hover around the action.

There are lots of taxing missions to complete and plenty of weapons to get to grips with. It has a strong strategy element, too, and each time you tackle a mission you can go about things a different way.

The main aim is to complete the missions in a particular order, such as destroying radar sites and airfields then rescuing kidnapped secret agents. Battle your way through the tough stages to reach the madman and destroy his secret hideout, bringing him to justice.

Your helicopter's equipped with machine guns, Rapier missiles and rockets but they're in limited supply so you have to seek out ammunition dumps as well as fuel in order to survive. With the added danger of heavy ground attack from mobile rocket-launchers, tanks, Rapier sites and enemy footsoldiers, great skill is needed to complete *Desert Strike*.

WIN! AN EXCLUSIVE LEATHER FLYING JACKET, 5 T-SHIRTS AND 5 BASEBALL CAPS!

Right on target!

You won't need dangerous weapons to win some prizes in this competition, though. All you've got to do is take a look at the action below.

There's the helicopter from the game and four targets — a radar site, tank, plane and power line, marked A, B, C and D. All you've got to do is write down which target's been hit by the helicopter. It's that easy!

Write your answer on a piece of paper and send it to: IT'S A STRIKE! COMPO, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW, to get to us no later than 6 December.

It's a bit of a toughie, isn't it? Now, which one could it be? Hmmmm...


G
FORCE
December1993
Go space crazy with
COSMIC
SPACEHEAD
On the Game Gear!
Cool Spot, Robocop 3
and The Addams Family
reviewed!
PULL OUT
AND KEEP

News & Previews

Welcome to a packed G-FORCE with all the latest news, previews and reviews for your Game Gear. We've got some great carts in this issue, with in-depth looks at *Cosmic Spacehead, Cool Spot, RoboCop 3* and *The Addams Family*, plus the Game Gear Guide to all the carts in the shops. But before all that, here's the news...

Moist Gear



Have you ever encountered the irritating problem of a moist Game Gear? You know, when you take it out in the rain (if you're slightly stupid), take it on the beach and forget the tide's come in, or spill a cup of coffee over your beloved handheld?!

Well fear no more. Thanks to **STD**, you'll never have to worry about rising damp in your Game Gear ever again (I didn't know that hit sitcom from the Seventies was out on the GG —Ed). Their latest cool peripheral is the ***Handy Gear*, which snugly holds your GG, protecting it from any liquid that could harm it.**

The protective shell has a strap so you can hang your handheld around you neck as a somewhat unusual medallion. STD say the **Handy Gear** will defend the handheld against little brothers, who seem to spill every drink on it, drop it down stairs and even down the toilet (eek!).

Other interesting features include double screen magnification for better visibility, an adjustable screen protector which also reduces glare, and storage space for an extra cartridge.

The Handy Gear's available in the USA now and should be around in this country soon. Let's hope your Game Gear lasts that long!

Elephant?!

'Hmm, that's not a character I recognise!' we hear you cry. Well, you'd be right. **Ottifant**'s a bubbly cartoon character from Germany — he's supposed to be a cross between an elephant, otter and something else a bit on the strange side.

Guide Ottifant through various levels full of tricky platforms in the tried and trusty *Sonic The Hedgehog* style. Nevertheless, it's a good challenge with plenty of life, colour and humour.

Stay tuned to your Game Gear, mutant-lovers, and get ready to welcome a loveably curious new character to the tiny screen.

Ottifant looks like it's going to be a cool platform game.



Is it a bird? Is it a plane? No, it's a strange elephant-type thing!

Arnie Action

Most of the Earth's population was destroyed on Judgment Day, the great nuclear war of 1997. The few remaining humans formed a resistance force to combat the horrific machines that were taking over. They almost succeeded in bringing the downfall of the evil Skynet computer responsible for the conflict.

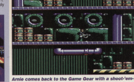
The rest of the ***Terminator*** story will be familiar to you, thanks to the two top action films starring the straight-faced, mad-as-hell Arnie as the mean Terminator.

In the new Game Gear platformer, you guide Arnie through a series of ruff 'n' tuff levels, blasting all the enemies and saving all the good guys. Missions include the rescue of Sarah Conner, planting explosive charges in Skynet buildings and destroying the advanced T-1000 Terminator. Equipped with only a limited amount of ammo and energy, you really have to watch your step.

Terminator 2: Judgment Day will blast onto the Game Gear soon from **Acclaim**. Keep an eye out for a full review in G-FORCE.



Mr Terminator starts the game with only his fists to fend off his foes. He'd better get a gun double quick!

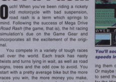


Arnie comes back to the Game Gear with a shoot-'em-up to blow away your mind! Get blastin'.

Everyone's Manga mad!

Those of you who like the odd action cartoon but are sick and tired of Batman, the Turtles and the rest of the trashy stuff which fills our screens, pay attention! There's a great range of **Manga** videos out there, with new titles being added all the time.

These Japanese all-action adventures are great viewing and have an addictive dark, sinister style. Many of the titles available are unsuitable for the majority of MASTER FORCE readers, as they've 15 and 18 certificates, but there are some PG-rated videos, too.



One of the latest offerings is *The Heroic Legend of Arislan*, a tale full of magic and imagination as one man struggles against evil to regain his throne, which he carelessly left lying around, or something like that.

So if you're getting bored with re-runs of classic cartoons from the dawn of time, get you teeth into new adventures. **Manga** videos are available from all good video stockists.

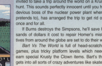
Get a rash!

Ouch! When you've been riding a rickety old motorcycle with bad suspension, road rash is a term which springs to mind. Following the success of Mega Drive *Road Rash* (the game, that is), the hit racing simulation's due on the Game Gear and incorporates all the excitement of the original.

You compete in a variety of tough races all over the world. Each track has nasty twists and turns lying in wait, as well as road signs, trees and the odd cow to avoid. You start with a pretty average bike but the more races you win, the more money you make, which you can spend on a faster motorbike with better road handling.

Motor bikin'!

In mid-race there are a number of dirty tricks you can perform, such as stealing clubs and chains from other rough bikers then knocking them off in the road for sweet revenge. Or maybe you'd prefer to just give 'em a kick to send them on their way — but watch out for the Highway Patrol officer, he's a bit of a meany.



You'll soon be biking along at high speeds in this great new racing game.

Road Rash races onto the Game Gear soon. It's looking like a really excellent game and we just can't wait to play it. It'll also be coming out on the Master System in the near future so polish up your biking boots and prepare to take part in the race of your life!



Road Rash is full of interesting places to whizz through.



The great thing about this game is you get to punch your opposition!

Loads of logic!

Wow! **Logic** are really going for it in the Game Gear accessories department. Without sounding too much like a gift catalogue free with the *Radio Times*, there's lots here that would make perfect stocking-fillers — but only if your stocking's the size of a large sack!

First of all, you can transport your Game Gear safely and comfortably with the aid of two rather fetching carry-cases. The first is a padded, extra-durable affair which allows you to carry your beloved GG plus six games.

The second carry-case goes one step further: it has extra padding, just in case you decide to travel overland to Morocco with your GG, as well as room for six extra games. There's bags of room for a mains adaptor, car adaptor and battery recharger, too.

Highly adaptable

But if a Tesco's bag is perfectly acceptable to you, there are a few other items on offer from Logic.

A handy battery recharger that eliminates the annoying and costly act of popping out for batteries every hour or so is next on the Christmas shopping list. The charger gives two hours of play from a seven-hour charge, or there's a turbo-charge option which takes two-and-a-half hours.

Finally, there are two types of adaptor so you can plug in anywhere you want if something awful happens like batteries suddenly being banned throughout Europe.

The first adaptor allows you to plug straight into the mains and with its extra long cable, you can move around a little — provided your mum isn't constantly whizzing by with a tray of hot tea!

The second adaptor allows you to plug straight into the cigarette lighter socket in most cars. If it's somebody else's car, it's always advisable to ask them first because their batteries won't last forever!

Look out world

The **Simpsons** legend lives on and on. If you remember the mass hysteria about Bart Simpson and Co about three years ago, you'll recall the steady stream of Simpsons merchandise (see feature this issue). Simpsons console games have also been popular and the latest arrival to the Game Gear is *Bart Vs The World*, coming soon from **Acclaim**.



Bart's in a whole heap of trouble this time! He and his family are invited to take a trip around the world on a Krusty the Clown treasure hunt. This sounds perfectly innocent until you hear that Mr Burns, the devious boss of the nuclear power plant where Homer works (well, pretends to), has arranged the trip to get rid of the Simpsons family once and for all.

If Burns destroys the Simpsons, he'll save his company the thousands of dollars it cost to repair Homer's mistakes. Mr Burns' relatives from around the globe are set to do their worst.

Bart Vs The World is full of head-scratching puzzles and sub-games, plus tricky platform levels which need to be completed to earn special Krusty the Clown items. Bart's the main character and gets into all sorts of crazy adventures like skateboarding on the Great Wall of China or climbing the mast of a large Chinese ship, as well as visiting Egypt and the North Pole, ending up in Hollywood, USA!

Bart Vs the World will appear on the tiny screen soon, with a full review in G-FORCE next issue.

Cosmic Spacehead

Codemasters go back to the future, as they present an old-fashioned view of space age technology and alien worlds. A unique mixture of game styles are about to change an innocent spaceman forever…

Oh dear, things look grim for Cosmic Spacehead, the new Sega Game Gear character to stand up there with Sonic the Hedgehog, Mickey, Taz, Tails and the others.

After a pleasant visit to an odd new world called Earth, he arrived back at his home planet of Linoleum, excited and anxious to inform fellow space beings of his wondrous discovery, when he realised he hadn't brought back any proof.

Poor old Cosmic will look a right idiot if he gives his report empty-handed, and what's worse, there won't be a hero's welcome. The only thing he can do is return to Earth and take delightful photos of the uncharted planet. The main problem for our little hero is that he only has one Linodollar and no means of transport.

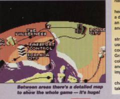
Space crazy!

It's your job to guide Spacehead through three main stops on his way to Earth — Linoleum, Detroitica and the Space Station — each split into a series of smaller levels. Guide Cosmic through these stages while interacting with characters and using objects that help his task.

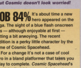
The hero's controlled using a 'point and click' method, where an arrow moves Cosmic and selects commands (such as Move, Look, Examine, Give and Use) and objects to form sentences.

Each location has tasks which must be completed before you can continue. On the planet Linoleum, for example, Spacehead needs money, a passport and transportation. Later, he has to stop rogue robots causing a bit of a rumpus at a Detroitica factory, while in the Space Station he must top up a space craft's tank — but doesn't have the right currency to buy fuel.

There are all kinds of sub-games to complete along the way, including an excellent racing simulation to win a special prize. Cosmic!



Between areas there's a detailed map to show the whole game — it's huge!


Some of the platform levels are tricky — but Cosmic doesn't look worried!

ROB 84% It's about time a new hero appeared on the Sega. The sight of a blue flash onscreen was — although enjoyable at first — getting a bit annoying. The recent addition is a perky little character by the name of Cosmic Spacehead.

For a change it's not a case of cool hero in a bland platformer that takes you a day to complete. *Cosmic Spacehead*'s an originally laid-out arcade adventure — another winner from Codemasters.

Using the 'point and click' controls is strange at first; it takes practice to get used to the layout and numerous commands but it's time well spent. Graphically it's wonderful, bursting with colour and good animation. The sound FX and music are bubbly and, most important, don't irritate the ears.

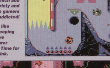
It's great to play a game with a new character, originality and enough depth to take your mind off the blue spiky one!

NICK 86% I've already raved about the Master System version of this great cart and the Game Gear version's exactly the same! So I won't ramble on again…

Except to say I had to suffer one of those terrible coach journeys recently. I took along a copy of *Cosmic Spacehead* for my Game Gear and became totally engrossed. When I looked up from the screen, I'd arrived at my destination (the Live '93 show in London!); the hours had slipped by.

This just goes to show what an addictive game *Cosmic Spacehead* is. Get it now!

Cosmic has lots of sub-games which add variety and keep gamers addicted!



It looks like we're keeping the brave adventurer awake! Time for bed I think.


Strange cave paintings and a password pick-up — what will Cosmic use those for I wonder?

Cosmic Spacehead
Codemasters
£24.99

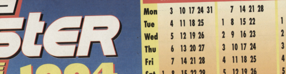
86	Graphics
85	Sound
83	Playability
80	Lastability

85 Perfectly converted from the Master System game. All the puzzles and all the great graphics

Out: Now ☎ 0926 814132 Adventure



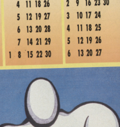
SEGA MASTER FORCE
TH POLE
HOLLYWOOD
M.G.

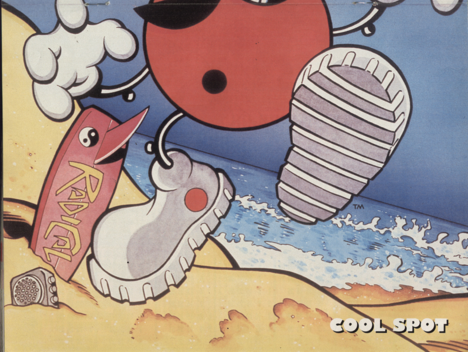



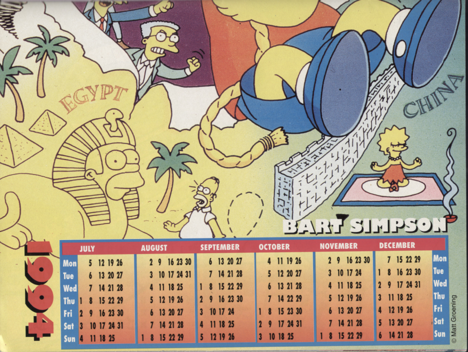


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RADICAL
TM
COOL SPOT



1994

	JULY	AUGUST	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	
Mon	5 12 19 26	2 9 16 23 30	6 13 20 27	4 11 19 26	2 9 16 23 30	7 15 22 29	Mon
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Sat	3 10 17 24 31	7 14 21 28	4 11 18 25	2 9 17 24 31	7 14 21 28	5 13 20 27	Sat
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Cool Spot

Do you have problems with spots? Just can't get rid of the things? Why not try this anti-bacteria review from Rob? He swears by it!

All is not well with the newest hero on the Sega Game Gear, Cool Spot: his dear spotty friends have been captured by an insane villain, Wild Wicked Willy.Will. He hopes to prove the spots before his eyes are real and he's not three sandwiches short of a picnic after all.

The object of this particularly wacky outing is for Cool Spot to wander through eleven colourful levels and gather enough coolness (little spots) to free his mates.

On the way he uses his fizz-blast on creatures trying to stop our hero from reaching his goal. Spot encounters crabs, inch-worms, spiders, mice, soldiers and many other snapping, biting and shooting characters.

Squeeze 'em hard!

To complete each level, a number of floating spots must be collected to free the trapped living spot at the end. Time bonuses give extra seconds to carry out the mission, potions top up Cool Spot's energy bar and Virgin icons give continues.

Game Gear *Cool Spot* combines original, fun graphics with equally original gameplay. Levels are set in a wide range of settings. There's the hot beach, which resembles something from *Baywatch*, the dangers of a pier, house, toy shop...

Collect 20 more than the required number of spots and you enter a bonus level, which involves jumping from balloon to balloon and collecting lots of lovely bonus points.

Grab the balloon, fire a shot at the cage and your mate is free!



Ooo, that mouse trap could do our hero some serious damage.

The in-game instructions are clear and straight to the point!

ROB 88% **Spots, spots, spots! All I can see is spots before my eyes! The reason? I've been playing the new Game Gear epic, *Cool Spot*. Unlike other platformers on the GG, it keeps you glued to the tiny screen for ages.**

This is mainly because of the star of the show, a big red spot with trainers and sunglasses who wanders through a succession of cool but tricky stages to save his spotty friends. Guide the pimple dude around the hazards, picking up spots and bonuses to keep him at peak coolness.

***Cool Spot*'s perfect for the GG. The main sprite's easy to control and each level's challenging enough to keep you playing. The graphics are great; painstaking detail has been added to Cool Spot and the many backgrounds. The music and sound FX are a bit lame but won't spoil your enjoyment.**

If ever there was a game to show off the GG, *Cool Spot*'s the one — it's original, enjoyable to play and great to look at.



You crabs don't scare me! I laugh in your face and ridicule your spotty boxer shorts!

NICK 92% **He's a great little chap, this Cool Spot. He's the star of a brand new platform game and is set to rock the world with his cheeky antics and addictive gameplay. The Game Gear version looks just like the Master System game — highly colourful levels packed with wild, wacky characters and fantastic animation on the main man.**

Unlike many platform games I could mention, *Cool Spot*'s quite a challenge for experienced gamesplayers. In most games, you can just rush through each level, defeat the bosses and be watching the end sequence before you know it. You have to be a lot more careful where you put Cool Spot's size one sneakers, as there are all kinds of creatures out to get him and lots of water hazards to avoid — spots can't swim, you know!

All this plus fizzy bonus games and tricky level layouts make a fantastic game you'll be proud to have in your cart collection.



Cool Spot
Virgin
£24.99

92	Graphics
88	Sound
89	Playability
89	Lastability

90

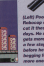
A fantastic platform game with some of the coolest visuals ever to hit the Game Gear.

Out: Now ☎ 081 960 2255 Platform

Robocop 3

Squeak, squeak, squeak! Someone needs a bit of oiling around here. It could only be the future of law enforcement — RoboCop!





(Left) Poor old Robocop can't cut it these days. He never gets more than a few steps before he's begging for more energy!



(Right)Our crime fighting hero doesn't stand a chance against a bloke with a rocket launcher!

The America of the future is a crime-ridden place. Tough gangs rule the streets, common criminals are armed with the latest military hardware and a murder's committed every two seconds (so not much different, then?.—Sub Ed). The police force are useless against such a massive outbreak of crime, with corruption running wild in the force, too!

To make things even worse, the local government of one of the worst cities, Detroit, has been almost reduced to bankruptcy, thanks to Omni Consumer Products. The OCP corporation plans to wipe out Old Detroit and replace it with a shiny new place of chrome and steel — Delta City.

Stay out of trouble!

ROB 57% Oh dear, it's a great shame when film superheroes are reduced to appearing in bland platform romps to keep their name alive. *RoboCop 3* does nothing for the great steel-plated crime fighter.

At first you'd think RoboCop had his knees tied together as he minces down the streets of Old Detroit in a very awkward manner. Another humorous thing happens when you shoot bad guys. They seem to be attached by a piece of wire, the other end tied to a Robin Reliant. As soon as you blast the bad guy, the Robin Reliant starts up, dragging the nasty piece of work behind it (oh come on, use your imagination!).

As far as graphics go, *RoboCop 3*'s not too bad — well detailed, with the odd splash of colour here and there. You have the choice of three tunes to accompany the action, all of which are so annoying enough you'll want to send the Game Gear into orbit!

I'm afraid there's nothing new in *RoboCop 3*, it's just another outmoded platformer you'll forget about in a few weeks.

This is where RoboCop comes into the story. Once a top police officer, Murphy was shot and left for dead by a gang of villains. OCP took what was left of him and, with the aid of the latest surgery and cybernetic techniques, transformed him into a robotic peace officer known as RoboCop.

Guide the titanium crime fighter through many different levels set around the troubled streets of Old Detroit. The main objective is to simply to reach the end of each level in one piece, which is easier said than done. Luckily, the options screen allows you to choose how many lives and continues you want.

On your way through each war-torn location, you come up against some pretty vicious foes, like street punks, crazed droids, flying robots and many more. To aid you, you're equipped with a hand gun and can also collect weapons such as an omni-directional pistol and the particularly effective laser weapon.

Cop that, OCP!

Look out below. Robo's coming through and he'll easily squash you!



Those demolition balls are like putty in Robo's hands.

NICK 58% There've been a string of RoboCop games recently. First we had Virgin's *RoboCop Vs The Terminator* on both Master System and Game Gear, and now here comes *RoboCop 3* from Acclaim. Has someone out there been telling software companies they want more Robo games or what?

I believe *RoboCop*'s old hat now. The original film came out years ago and the follow-up was a major flop. The games have never been brilliant, either — just horizontally-scrolling shoot-'em-ups.

So what sort of game is *RoboCop 3*, then? Yup — a scrolling shoot-'em-up!

Graphics aren't too bad, with a nice RoboCop and lots of villains to blast away. The animation's a bit dodgy, though — Robo looks like he's doing a John Inman impersonation as he minces along!

Levels vary their backgrounds and there's even a section where the future of law enforcement flies across the screen. The trouble is you probably won't get there — you'll be blasted to pieces instead!

The bottom line is that *RoboCop 3* has nothing new to offer. If you've already got a platform shoot-'em-up, just pretend it's Robo walking across the screen and you've got this, too!

Robocop 3
Acclaim
£27.99

72	Graphics
57	Sound
53	Playability
52	Lastability

58

Another scrolling shoot-'em-up, the likes of which we've seen hundreds of times before.

Out: Now ☎ 071 344 5000 Shoot-'em-up

The Addams Family

Cobwebs, dust and creepy-crawlies cover most of the Addams' family home, but there's no time for spring-cleaning — there's a family fortune to recover and Les Dennis isn't going to help!

If you're familiar with the classic Sixties American comedy series, not forgetting the two recent films, you'll welcome *The Addams Family* to the Game Gear with open arms. It's full of uncharted caverns, secret rooms and treasure to find, while fending off a constant bombardment of strange nasties who inhabit these places.

The main character in this particular adventure is the suave, sophisticated Gomez, the head of the household. Poor Gomez has the unfortunate task of seeking out the hidden members of his family by wandering the huge mansion and its accompanying secret caves and rooms.

Each room represents a level; you must guide Gomez through a succession of rooms in order to rescue members of the family, who are held by end-of-level guardians.

Creepy collectables

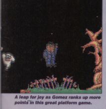
To help Gomez on his way through the maze of rooms, collect items to keep him in tip-top condition. The most common pick-me-ups are hearts, which replenish lost energy.

Next are handy items such as boots, which enable you to move faster, swords to defend yourself with and a very fetching fez fitted with a propeller, to help you reach normally inaccessible high areas.

Great care's needed when in possession of such items: if Gomez makes contact with a rogue rabbit, fire-spitting plant, swinging spiky nasty or any of the other harmful creatures, the item's lost.

The rooms/levels include underground caves, hot furnaces with fireballs and a library full of oversized books and jumping nasties. Once you've found the family, you have to hunt out the treasure to complete the game and save The Addams Family from extinction.

Ooo! That Addams Family mansion looks really spooky, doesn't it?



A leap for joy as Gomez ranks up more points in this great platform game.

ROB 88% Hurrah! The spookiest family in America arrive on the Game Gear and they're as weird and wonderful as ever. The game's set around their mansion, in which old Gomez must rescue his captured family from a fate worse than death: the loss of their family home and fortune.

The Addams Family's a platform romp through spooky rooms and grounds outside the house. But before you cry 'Not another platform game!' I must tell you it's wonderfully original, with plenty of cool graphics, fun and frolics as you make your way through the levels.

The visuals are among the best features. The main sprites are big, clear and beautifully detailed. Soundwise, the theme tune from the Sixties' TV programme is here in all its hummable glory.

This is the type of game you should be playing on your GG; it's original without being too clever and has plenty of playability to keep your hands glued to the controls.



(Right)Look out! That geezer is about to throw a plant pot on Gomez's head!

(Left) You can see for miles from the top of the gravestones in the cemetary.

NICK 74% The Addams Family have appeared on every home computer and console format imaginable so it's about time they appeared on the Game Gear. Their game is a platformer (surprise, surprise) where the player controls the head of the family, Gomez.

All the visuals look wonderful on the small screen, with detailed animation and bags of colour. The platforms are just too fiddly to jump around, though. Gomez's movements are awkward and there are many places where a single wrong move loses you a life.

That's my only niggle with *The Addams Family*. If you have the patience to persevere, there are lots of cool levels and great possessed beings to bounce on in a *Mario*esque manner.

I don't know whether you're sick and tired of platform games yet, but they need to have something really special to stand out from the crowd these days; unusual level designs are the best feature here. *The Addams Family*'s not the easiest game to play so be warned.



With chomping venus fly traps and ghost 'n' goblins everywhere it's probably best to stay low.

The Addams Family

Acclaim

£27.99

88	Graphics
78	Sound
82	Playability
76	Lastability

81

A good-looking platform game with some fiddly platforms, but still playable

Out: Now ☎ 071 344 5000 Platform

Game Gear Guide

Don't buy another Game Gear cart until you've consulted the SEGA MASTER FORCE guide to the best handheld offerings available. These are all the games reviewed in Sega Force plus the new ones we've covered in this magazine. Check these out!

4-in-1
Compilation Sega £29.99 63%
Columns, tennis, football and racing clones. Two games let it down badly. Think seriously before buying.

Aerial Assault
Shoot-'em-up Sega £23.99 48%
Fly over cities with a pile of weapons to throw at passers-by. A rubbish shoot-'em-up, lacking any thrills.

Alien 3
Shoot-'em-up Acclaim £27.99 84%
Blast around a space backdrop with the star of the spooky film, Ripley. Acclaim have done a fine job. A must-buy for Alien fans!

Alien Syndrome
Shoot-'em-up Sega £29.99 79%
A good Game Gear release, showing off the machine's capabilities, but with only four levels it's a bit too easy.

Batman Returns
Beat-'em-up Sega £24.99 84%
The Caped Crusader... returns! A great film game that suffers from a lack of challenge. There are some massive guardians to deal with!

Chakan: The Forever Man
Beat-'em-up Sega £29.99 69%
Supernatural happenings with big swords! Could've been brilliant but the difficulty level's very unfriendly. Try before you buy.

Chuck Rock
Platform Virgin £27.99 92%
Prehistoric antics with really cool graphics.It's pretty difficult but platform fans may soon master it.

Crash Dummies
Arcade Acclaim £27.99 81%
The Incredible Crash Dummies make a brilliant handheld debut. There are four levels of vastly different gameplay.

Crystal Warriors
RPG Sega £24.99 63%
A roleplaying game with loads of characters and a battery back-up. There's loads to do but the sprites are a little on the small side.

Defenders of Oasis
RPG Sega £27.99 90%
Packed with action, this is a truly wonderful role-playing game. Plenty to keep you guessing. Buy it!

Double Dragon Xtra
Beat-'em-up Virgin £24.99 50%
A beat-'em-up through tough streets, converted from the coin-op. A tired series but Virgin have done a reasonable job. We'd plump for *Streets of Rage* instead.

Evander Holyfield Boxing
Sport Sega £29.99 81%
With a two-player option and exhibition fights, this is a cool boxing sim. It has loads to offer fans of the sport.

Fantastic Dizzy
Adventure Codemasters £24.99 83%
Full of puzzles and arcade elements. A big game with puzzles a-plenty and arcade sections to test the reflexes. Brilliant.

Fantasy Zone
Shoot-'em-up Sega £24.99 66%
A colourful shoot-'em-up which sadly lacks variety. Only for hardened fans of the genre!

George Foreman's KO Boxing
Sport Flying Edge £29.99 55%
Here's a sporting game that hits well below the belt. A poor boxing sim, too easy to master.

Global Gladiators
Platform Virgin £27.99 87%
As a Game Gear cart, it's a stunner. Maybe easy for some but great fun and instantly playable. Another great Virgin game.

G-LOC Air Battle
Shoot-'em-up Sega £24.99 92%
An inaccurate conversion of the arcade game but brilliant in its own right. There are some great static screens.

Halley Wars
Shoot-'em-up Taito £28.99 82%
A highly polished shoot-'em-up but nothing original or outstanding in the gameplay department.

Home Alone
Platform Sega £29.99 63%
Set traps for the burglars in this average movie tie-in. Original but lacks variety. Another wasted licence.

Indiana Jones and the Last Crusade
Platform US Gold £29.99 88%
Packed with cool sprites and animation, this is a brilliant movie game. It'll have you on the edge of your seat!

Joe Montana Football
Sport Sega £24.99 60%
There aren't many decent American Football games around on the Game Gear. This is the only one worth playing.

Junction
Puzzle Sega £29.99 36%
Roll red balls around a screen full of checkpoints. Another variation on the ancient sliding puzzle idea. Too tricky, not enough fun.

Klax
Arcade Domark £27.99 82%
Arcade conversion where tiles must be stacked to form rows. Nice one, Tengen and Domark. Better than tiling the bathroom any day!

Krusty's Fun House
Puzzle Flying Edge £29.99 89%
A superior game which combines tricky puzzles with fast platform action. Simpsons fans will love every minute of it!

Land of Illusion
Platform Sega £32.99 89%
Mickey Mouse adventures through cool levels of cartoon action. A brilliant platform and puzzle game.

Lemmings
Puzzle Sega £29.99 94%
The little suicidal rodents need saving. If you're tired of shoot-'em-ups and maze games, get this.

Little Mermaid
Adventure Sega £29.99 65%
A poor quality film licence aimed squarely at the younger market. Disney-ish cartoony graphics give it a nice animated feel.

Lucky Dime Caper
Platform Sega £32.99 78%
Donald Duck stars in this cartoon-style platform game with some really nice graphics. Disappointing compared to the MS original, though.

Marble Madness
Puzzle Domark £27.99 77%
Marble-racing along a semi-3D scrolling landscape. This game's unique and another great conversion from Tengen and Domark.

Master of Darkness
Platform Sega £29.99 81%
Spooky goings-on with vampires and eerie levels. Not the most original game around but a challenge and loads of fun.

Ninja Gaiden
Beat-'em-up Sega £24.99 71%
Playable hack-'em-up that won't make you commit suicide after buying it. It's marred by a lack of mid-level restart points.

Olympic Gold
Sport US Gold £24.99 92%
The perfect portable sports sim. Crystal-clear sprites and movement plus good music and sound effects.

OutRun Europa
Racing US Gold £24.99 74%
Arcade conversion with faultless graphics and good scrolling. Great for driving game freaks, not so great for others.

Pac-Man
Arcade Domark £24.99 93%
The classic arcade game's a must for handheld console owners. All that munching power pills and chasing ghosts — it's brilliant!

Paperboy
Arcade Domark £27.99 76%
It's stood the test of time. Another good conversion of an old arcade game. Fun in short bursts but not a game to play all day.

Pengo
Arcade Sega £24.99 60%
Tackle 64 levels packed with puzzling fun. Only for real puzzle fans who love having their brains teased.

Popils
Puzzle Domark £27.99 85%
Mark out a route through the evil Wiz's mazes and reach the distressed damsel. It's sickly cute but up there with the best of 'em! Terrific.

Predator 2
Shoot-'em-up Acclaim £27.99 66%
Another movie tie-in. Not a bad little blaster but gameplay becomes samey after a few plays.

Prince of Persia
Platform Domark £27.99 95%
Leap around platforms to rescue your girlfriend from the evil Grand Vizier. This game's packed with fantastic animation and challenging levels. Another must.

Put & Putter Miniature Golf
Sport Sega £24.99 50%
Golf fans and anyone under three will get some pleasure out of this fun little sim. There aren't enough options, though.

Shinobi 2: The Silent Fury
Platform Sega £29.99 84%
Rescue your trapped brothers and defeat oriental enemies. A smart ninja platform outing — don't be put off by the guardians!

Slider
Puzzle Sega £24.99 69%
A puzzling game with a high frustration factor. Colourful graphics but similar throughout.

Smash TV
Shoot-'em-up Flying Edge £27.99 34%
A frantic blaster in futuristic TV studio setting. This is a dreadful conversion which never should've appeared.

Solitaire Poker
Puzzle Sega £24.99 91%
Good-looking, sounding and playing card game with loads of options to choose from. Get it now!

Sonic The Hedgehog
Platform Sega £24.99 89%
That speedy flea-ridden hedgehog's first adventure on the Sega and a great conversion of the MD and MS games. Hours of fun guaranteed.

Sonic 2
Platform Sega £29.99 93%
This hedgehog needs no introduction. Not the best version of the game but the most challenging. A must-have!

Space Harrier
Shoot-'em-up Sega £24.99 92%
Manic 3D action with huge enemies. Great action, great conversion, great game! There are no options but handy passwords.

Spider-Man
Platform Flying Edge £24.99 91%
Comic-book capers come to life. A fantastic platform game, one of the best on the Game Gear — almost better than *Sonic*!

Spider-Man 2: Return of the Sinister Six
Platform Flying Edge £27.99 82%
Good web-slinging game with enough action to keep most game-freaks happy. Good, solid sprites with loads of colour.

Streets of Rage
Beat-'em-up Sega £27.99 81%
Disappointing compared to the MD but a great mash 'n' bash in its own right. There are some hot sprites and plenty of pick-ups.

Strider II
Arcade US Gold £24.99 76%
Leap around platforms, swinging a laser sword and throwing shuriken stars. A big improvement on the original. Offers a big if frustrating challenge.

Super Kick Off
Sports US Gold £24.99 80%
An effective, well presented footy sim with loads of variations of pitch and players to keep sad soccer fans happy. Ooo!

Super Off Road
Arcade Virgin £27.99 87%
Speed around rough tracks in 4x4 trucks. A smart racing game. Takes skill to master but you won't switch off!

Super Space Invaders
Shoot-'em-up Domark £27.99 72%
The classic arcade machine is brought into the Nineties in style. Great for fans of the original but tiresome for others.

Superman
Platform Virgin £27.99 64%
Is it a bird? Is it a plane? Is it a good game? Not the best Virgin handheld release we've seen. Fun for a while.

Talespin
Platform Sega £29.99 52%
More cartoon capers on the small screen from Walt Disney. A wasted licence. Above average gameplay but not recommended.

Taz-Mania
Platform Sega £29.99 84%
That famous Warner Bros character spits and snarls on the Game Gear. A good conversion but should've been tougher.

Tengen World Cup Soccer
Sport Tengen £27.99 79%
Get out your boots for another game of footy. Not quite in the same league as *Super Kick Off* but a definite contender for the cup.

The Terminator
Shoot-'em-up Virgin £27.99 87%
Arnie does his stuff in style. Good graphics, great playability. Even when completed, you'll play it over again.

Tom & Jerry
Platform Sega £29.99 48%
The arch-rivals from the hit cartoons come to life on the GG. A good-looking game marred by meagre lastability. A real shame.

Wolfchild
Shoot-'em-up Virgin £27.99 79%
Half man, half werewolf, with piles of power-ups to collect and cool graphics. Better than the Mega-CD version. A good platform shoot-'em-up.

WonderBoy 3
Platform Sega £29.99 82%
Another arcade adventure conversion, this one a smart platform game with a large dollop of fun! The WonderBoy games are always a good buy.



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Impact/Dec93



COSMIC SPA

He came from another planet, on a package holiday to Earth. Silly alien, he'd get a better suntan on Mars!

Run away, Sonic, crack up, Dizzy, and get outta here, Pac-man! There's a new guy in town and his name's Linus, Linus Spacehead, a lone tourist from the planet Linoleum on a fact-finding mission to Earth. He came, he saw and he went home again.

The only problem was he forgot to collect proof of his visit to the king of all planets. Whaddaya do?

The plucky adventurer must return to Earth and take a few snaps with his handy space camera. Guess what? He needs your help.

Using a unique 'point and click' control method, move Spacehead around many locations. Objects, scenery and characters can be selected, along with a range of keywords to make up sentences.

For example, to give a balloon to the scary monster (whoops, given a clue away!), you'd first select the word 'Give' then cycle through your objects to 'Balloon'. The Master System adds 'to', then you point to the scary monster. Easy!

Phone home!

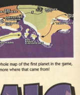
Cosmic Spacehead isn't entirely an adventure. There are platform sections where extra lives may be gathered and all kinds of miniature arcade games are spread throughout Spacehead's journey.

As with all Codemasters productions, there's a fun feel to the whole caboodle. Puzzles aren't so hard they put off beginners, but they increase in difficulty the longer you play, making it quite a challenge for all ages.

Visually, *Cosmic Spacehead* is reminiscent of a 1950s idea of the future, with lots of strangely-shaped buildings and dashing outfits. The little guy himself has all kinds of expressions and he's as cute as a bug's ear!



Put the nasty robots out of action and it's easy to reach the next level.



Look! It's the whole map of the first planet in the game, there's plenty more where that came from!

Reading every sign and talking to every character is a good way to move on in *Cosmic Spacehead.*





Between adventure levels there are lots of mini platform games to complete — and they're tricky.

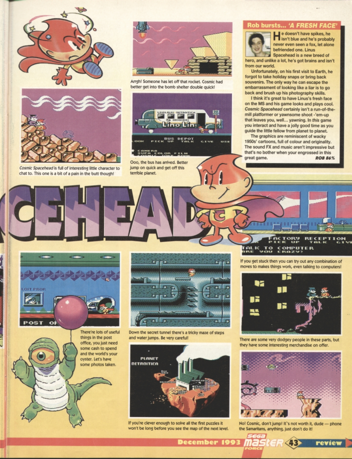
There are lots of little sub-games to first discover then play, so you'll never get fed up with this cart!



Racing around the track is tough at first, but it's worth practicing because the winner gets a bus ticket — woo!



The game is packed with colourful visuals and groovy ditties — they'll probably drive you around the bend.



Rob bursts... 'A FRESH FACE'

He doesn't have spikes, he isn't blue and he's probably never even seen a fox, let alone befriended one. Linus Spacehead is a new breed of hero, and unlike a lot, he's got brains and isn't from our world.

Unfortunately, on his first visit to Earth, he forgot to take holiday snaps or bring back souvenirs. The only way he can escape the embarrassment of looking like a liar is to go back and brush up his photography skills.

I think it's great to have Linus's fresh face on the MS and his game looks and plays cool. *Cosmic Spacehead* certainly isn't a run-of-the-mill platformer or yawnsome shoot -'em-up that leaves you, well... yawning. In *this* game you interact and have a jolly good time as you guide the little fellow from planet to planet.

The graphics are reminiscent of wacky 1950s' cartoons, full of colour and originality. The sound FX and music aren't impressive but that's no bother when your engrossed in this great game. **ROB 86%**

Arrgh! Someone has let off that rocket. Cosmic had better get into the bomb shelter double quick!

Cosmic Spacehead is full of interesting little character to chat to. This one is a bit of a pain in the butt though!

Ooo, the bus has arrived. Better jump on quick and get off this terrible planet.

If you get stuck then you can try out any combination of moves to makes things work, even talking to computers!

There're lots of useful things in the post office, you just need some cash to spend and the world's your oyster. Let's have some photos taken.

Down the secret tunnel there's a tricky maze of steps and water jumps. Be very careful!

There are some very dodgey people in these parts, but they have some interesting merchandise on offer.

If you're clever enough to solve all the first puzzles it won't be long before you see the map of the next level.

No! Cosmic, don't jump! It's not worth it, dude — phone the Samaritans, anything, just don't do it!

Nick whispers... *'RA! RA! COSMIC'*

Cosmic Spacehead is kickin'! I expected just another platform game, completed in only a few minutes, but I was wrong — very wrong. Codemasters have used a control method unique (I think) to the console world. It's been seen in computer games, many moons ago, but the 'point and click' method of playing is like a breath of fresh air to the MS.

You can point at anything onscreen, a command or one of the objects you've collected. By making sentences or showing Linus where to move, you can explore and solve problems. This isn't half as bad as it sounds!

All the characters look cool and backgrounds are done in 1950s' 'futuristic' style. There are lots of adventure levels, interlinked with platform sections where bits and pieces are collected for extra lives.

Once the platform game sections have been completed, you don't have to play them again — so that's a relief!

There's a lot of humour, too, with sarcastic replies to some commands and silly sequences. *Cosmic Spacehead*'s the sort of game you'll complete then not come back to for a while — but it's great fun working through the adventure first time around! **NICK 86%**



CLOSE ENCOUNTERS

On his journey to Earth and back, Linus Spacehead discovers all kinds of weird contraptions and strange beings. He's always friendly but some aren't too interested in him. Let's see who (or what) stars in *Cosmic Spacehead*...

As Cosmic moves into the city of Formica a strange little guy stops him and says no-one can pass without a Visa! Damn his eyes.

All shops have assistants and they like nothing more than a good gossip. Chat to all of them and you'll have a wealth of information.

In the platform levels Cosmic will meet some very strange characters. None of them can be killed so it's a matter of avoiding them like the plague!

This guy shows up in the Dodgey city so he just has to be a shady character. Give him some cash and he'll do you a big favour.

Inside the post office Cosmic will find a photo booth, and the assistant will ask for some photos. Go on, put two and two together!

Teleporters are found in every city and need keys to operate them. These are handy for moving about the game quickly and have some strange effects.

The sign says danger so keep well away from these holes in the racing game. If Cosmic goes down one it's back to the beginning!

Always remember to read all the posters and signs about a screen. They may hold some clues to what to do next.

These Cosmic pick-ups are found in the platform levels. Pick up enough and you'll be rewarded with an extra life — that'll be useful!

Gosh, a vending machine. Put some money in the slot and see what comes out. It might just come in handy somewhere in the game.

How does poor little Cosmic stand a chance against that huge brute of a boss? He only has little legs — perhaps he should just run away?!

The spooky cave paintings have no use at all so stop wasting time looking at them Cosmic!

What's going on here? Two Cosmics! Yup, it's part of the storyline but we'll let you work it out for yourselves.

Watching the movement patterns of the things out to get Cosmic is the best way of getting through.

Codemasters have packed the game with humerous quips and funny situations — it's like a Cosmic sit com!

Sometimes you just wish these bus drivers would shut up and simply do their job!

The visuals are done in a terrific 50s impression of the future style.

MF Rating
Cosmic Spacehead

86	Graphics
85	Sound
83	Playability
80	Lastability

Another great Codemasters adventure game with fun, frolics and a wacky new character!

Codemasters
£29.99

86

Out: November
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Have your say!

Well here we are at Issue 6 of SEGA MASTER FORCE and we thought it was about time we found out what you, our beloved readers, think of the mag — and what you expect for £1.75. This is your chance to have your say by filling out this questionnaire and posting it off to The Survey, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. We'll draw out some lucky readers' surveys and they'll receive SEGA MASTER FORCE goodies so fill this in!



Getting SMF

1. How did you first hear about SEGA MASTER FORCE?
- ❑ Saw it advertised in another magazine
- ❑ Saw it in the newsagents
- ❑ A friend told me about it
- ❑ I was a SEGA FORCE reader

2. How often do you buy SEGA MASTER FORCE?
- ❑ Every issue
- ❑ Every other issue
- ❑ Less often

3. How likely is it that you'll buy the next issue?
- ❑ Very likely
- ❑ Quite likely
- ❑ Not very likely
- ❑ Definitely won't

4. How did you get this copy of SEGA MASTER FORCE?
- ❑ I subscribe
- ❑ I bought it at a newsagents
- ❑ It was given to me
- ❑ I borrowed it from a friend

Your views

5. Overall, how much would you say you liked SEGA MASTER FORCE?
- ❑ It's my favourite magazine
- ❑ It's a good read
- ❑ It's average
- ❑ I read it as a last resort

6. Please mark each of these sections of the mag out of ten, one being rubbish and ten brill!

Cover	1	2	3	4	5	6	7	8	9	10
Master Plan	1	2	3	4	5	6	7	8	9	10
Stop Press	1	2	3	4	5	6	7	8	9	10
Features	1	2	3	4	5	6	7	8	9	10
Previews	1	2	3	4	5	6	7	8	9	10
Reviews	1	2	3	4	5	6	7	8	9	10
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Cart Toppers	1	2	3	4	5	6	7	8	9	10
Small Ads	1	2	3	4	5	6	7	8	9	10
Master Market	1	2	3	4	5	6	7	8	9	10
Coming Soon	1	2	3	4	5	6	7	8	9	10

7. Please write in the space below how you would improve SEGA MASTER FORCE (use an extra piece of paper if needed)

....

....

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About you

8. Which of the following consoles do you own?
- ❑ Sega Master System
- ❑ Sega Game Gear
- ❑ Sega Mega Drive
- ❑ Super Nintendo
- ❑ N.E.S
- ❑ Game Boy
- ❑ Other (please specify) ....

9. Do you intend to upgrade your console in the near future?
- ❑ Yes
- ❑ No

10. How many games do you own?

❑ 1–3 ❑ 4–10 ❑ 11–20 ❑ More than 20

11. How often do you buy new games?
- ❑ Once a week
- ❑ Once a month
- ❑ Once a year
- ❑ Wait for birthdays and Christmas

12. Which of the following magazines do you read regularly?
- ❑ Mega Machines
- ❑ Sega Force Mega
- ❑ Sega Pro
- ❑ Mean Machines Sega
- ❑ Sega Zone
- ❑ Sega Power
- ❑ Edge
- ❑ E.G.M
- ❑ Game Pro

Other interests

13. Which of the following do you watch or listen to on a regular basis?
- ❑ Radio 1
- ❑ Virgin 1215
- ❑ Atlantic 252
- ❑ Independent Local Radio
- ❑ BBC Local Radio
- ❑ Radio 5
- ❑ Sky One
- ❑ Movie channels
- ❑ Sports channels
- ❑ ITV
- ❑ BBC 1
- ❑ BBC 2
- ❑ Channel 4

Personal

14. Have you been to a Sega roadshow or similar event this summer?
- ❑ Yes
- ❑ No

15. Do you think television console game shows are better than magazine coverage?
- ❑ Yes
- ❑ No

Name:..

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....**Postcode:**..................

Age:..............................

Male or female:..............................

Thanks very much for taking part in the SEGA MASTER FORCE readers' survey

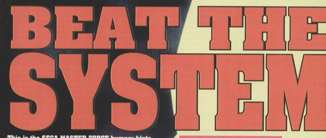
Cut the survey out of the magazine, fold along dotted lines and seal with a dab of glue or some tape. Now pop it in the post remembering that there's no need to attach a stamp if you live in the UK.

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BEAT THE SYSTEM



This is the SEGA MASTER FORCE bumper hints and tips section, packed with information on the latest Master System games. You won't find tips this good for your 8-bit console anywhere else in the whole wide world! This issue we've got some brilliant players' guides, lots of Pro Action Replay codes and another look at that classic game, Sonic The Hedgehog — can you believe there are still people out there who haven't completed it!

If you have some bits and pieces you'd like included, send them along to the usual address: BEAT THE SYSTEM, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. The best every month win the sender £50 and we've also got loads of T-shirts to give away. Happy tipping!



THE NEW ZEALAND STORY

This is a great game starring a little yellow kiwi called Tiki! All the graphics and sound effects are sickeningly cute but we love it! Here are a few tips on reaching the warps in the first eight levels from James Brewster of Wombleton.

Level 1-1

At the end of this level are three long platforms. Jump to the top one and instead of going right to the captured Kiwi, face left and keep jumping and firing arrows until the warp gate opens up.

If you have bombs, you need to be on the leftmost edge of the platform before firing. Jump into the warp and you're transported to Level 1-4.

Level 1-2

This warp is at the beginning of the level. When you start, shoot the red snail to the right then jump up onto the second platform and shoot the next red snail, also to the right.

Face left (there should be two green snails moving above you) and fire while standing still. If you're positioned correctly the warp gate opens, taking you to a secret section below the level.

To get out of it, run to the right and jump up the platforms. You come out at the end of the level.

Level 1-3

Immediately steal one of the sheep heads from the teddy bears. Fly up, killing teddies as you go. When you reach the top, fly to the right, past the windows to the point where there's a sheer drop. Fly a few centimetres into open space, face left and let go of the D button.

As you're dropping, fire arrows left until they start disappearing (a little way before you reach the ground). When they do, hover at this spot and keep firing.

When the warp opens, fly in to get to a section in Level 2-1.

Level 1-4

To access this one, you need to have used the warp on Level 1-1. The warp transports you to a secret underwater section underneath the level. Swim to the right until you reach an air pocket which takes you onto dry land. Jump up three small platforms and onto five very long platforms.

On the fourth of these (the last one under the actual level), run to the left and keep firing. The warp appears, taking you to Level 2-4.

Level 2-1

At the start of the level, climb the steps and kill the snails which appear at the top. Fall down the first hole you come to, shoot the two snails to your right then run left until you're under the steps you just went up.

There should be some small platforms. Jump on the lowest of these and fire to the left. After a few seconds, the spinning warp gate appears. This one takes you to Level 3-1.

Level 2-2

When the flying teddies appear at the start of the level, steal a balloon and get on top of it. Pilot your balloon along the ground to the right until you reach the wall and turn it round so it faces left.

Fly upwards while shooting left. When your arrows start disappearing, hover and rapid-fire at the spot. The warp revealed takes you to Level 2-3.

Level 2-3

From the start of the level, move up until a row of spikes blocks your way, then go left and kill the orange spiky things. Drop down four platforms and into the water. Swim along the bottom to the right, ignoring enemies on the surface.

When you reach a wall, jump out and make your way along the platforms to the right until you reach another wall. Make sure you're at the bottom of the level and you should be in a square hole with a platform just above it and water to your right.

In this hole, get up against the right wall and fire left. The warp appears and takes you near the end of the same level.

Level 2-4

Start as normal until you meet the first brown snail of the level, then run right and fall down the hole at the end. When you land, run left, killing everything that comes at you.

At the water, swim along the surface to the left until you reach dry land again. When you jump out of the water it's important that you're right on the edge of the platform so that no enemies appear.

Face left, jump and keep firing. The warp takes you to Level 3-3.

MORTAL KOMBAT

We couldn't believe we hadn't got around to printing the gore codes for *Mortal Kombat*! This code is brilliant. It allows you to access all the blood and gore of the original arcade machine. Thanks to Yash Thakur of Chelmsford and Richard Muller of Pembroke for these. All you have to do is follow these simple key-presses on the code screen...

Master System: [2], [1], [2], Down, Up
Game Gear: Hold down all three buttons and rotate D-pad anti-clockwise

You'll see the message, 'NOW ENTERING KOMBAT'

If you're having trouble completing the game, use this cheatette to help you out:

Choose your character and play the game as usual. When you reach the point where your opponent usually kills you and the 'FINISH HIM' message flashes up, press the Start button on joypad two, which takes you to two-player mode.

Beat your opponent up on two-player mode and let the timer run down so you return to one-player mode. You'll keep all your credits and a big score.

If you still can't complete it, you need to see a doctor!

GHOULS 'N' GHOSTS

This is a Master System classic many of you seem to be having problems with. But don't worry! Here comes Chris Edwards of Market Lavington to the rescue with a few handy hints and tips.

Getting all the best armour, weapons and other bits and pieces is very helpful. Go through Act 1 of Level 1, opening all the treasure chests. If you get a door, go through and select whatever you want.

Before completing the level, die. Repeat this process until you have the armour you want. Your 'unlimited continues' come in handy here, as when you use one, you still have the armour and weapons you left off with.

To discover new, hidden treasure boxes on the first level, go back to the beginning of the level. Go as far left as possible and jump into the cross with a skeleton pinned to it.

The other is at the end of the act. On the second wall, go through the guillotines without getting the chop. At the end of the wall, jump right into another guillotine for a treasure box.

MASTER OF DARKNESS

Ooo, what a scary game this is! Chasing Dracula through the streets of London soon gets tough so you're bound to need some tips to help you through. Good old David Currie of Fishguard is our man with the cross and garlic!

• Hold Up and both buttons on the joypad when the title screen comes up until a secret options screen appears.

Level 1 Boss

Easy! Stay in the bottom-left corner under the platform and Jack has an extremely hard time hitting you. Wait until he's on the platform in front of you, then walk forward and hack away. When he jumps, back off and use your bombs.

Level 2 Boss

Crouch in the middle of the screen and hit the skull when it gets close. Use bombs when the skull's out of reach.

Level 3 Boss

Stay at one side of the screen continually pressing button [1]. You should register a large amount of hits.

Once the Count stops, walk close and hit him as many times as possible. If he's still alive, follow him to the other side and repeat the above moves.

Level 4 Boss

Stay in either the bottom-left or bottom-right corner until Massan appears. If he's near, hit him a few times; if not, use your special weapons. Then go back to crouching in the corner when Massan splits.

Level 5 Boss

Wait until you find a room with only one exit and go to the far left wall. Smash the two blocks covering a hole and fall through it, holding Right. You come to Count Massan.

Stay on the higher platforms, using special weapons if the Count is out of range. Eventually you'll kill him and come face to face with Dracula himself!

Avoid the bats and try to hit Dracula when he's launched a fireball.

BUBBLE BOBBLE

Those cutesy dragons, Bub and Bob, have got piles of codes in their first game, so many we never thought anyone would list the lot. But they have! Here are the codes for one-player games, including bonus stages and others that prove difficult to find. Many thanks to Mike & Chris Carbery of Taunton — they win £50 for this lot! The two-player ones will be next issue.

If you have problems inputting any of these codes, bear in mind that someone had to read through written lists and type them in! So if a code doesn't work, play around with letters and numbers that look the same — 5s might be Ss, 0s might be Os and so on — you'll get there eventually!

ONE-PLAYER MODE

1	IEWGKNY7	2	IEQGA394
3	IEVGJDUS	4	IEZGIOXR
5	IESG5UDV	6	IERG6X0Z
7	IE7GMYNW	8	IE4GB93Q
9	IEXGPRZO	10	IEUGTSVD
11	IE9GJ4QS	12	IEYGI7WR
13	IE3G5Q4V	14	IENG6W7Z
15	IEDGMZRW	16	IEDGBVSQ
17	IEMXPNEP	18	IEBXT3LT
19	IE5XFDHF	20	IE6XC0GC
21	IEJXLUTL	22	IEIXEXPE
23	IEKXGYCG	24	IEAXH9FH
25	IEGXKR6K	26	IEHXAS5A
27	IELXJ4BJ	28	IEEXI7MI
29	IEFX5QA5	30	IECX6WK6
31	IEPXMZIM	32	IETXBVJB
33	IEQHPN9D	34	IEVET3Y0
35	IEZHFDXN	36	IESTCOU3
37	IERHLUOY	38	IE7EEXD9
39	IE4HGY3U	40	IEXAH9NX
41	IEUHKRV4	42	IE9EASZ7
43	IEYHJ4WR	44	IE3TI7QS
45	IENH5Q7Z	46	IE0E6W4V
47	IEDHMZSQ	48	IEWABURW
49	IEBUPNLT	50	IE5YT3EP
51	IE6UGDGH	52	IEJDB7BM
53	IEIUKQKA	54	IEVKAWAK
55	IEAUJZJI	56	IEG4C9CF
57	IEHU5R56	58	IELY6S65
59	IEEUM4MB	60	IEFDHOHG
61	IECUPUPT	62	IEPYTXTP
63	IETUFYFC	64	IEM4IVIJ
65	IEVLLNUX	66	IEZLE3XU
67	IESPM4ZV	68	IERPB7VZ
69	IE7LKQRS	70	IE4LAWSR
71	IEXKFYDO	72	IEUKC90D
73	IE9L5RQW	74	IEYL6SWQ
75	IE3PGD9Y	76	IENPHO9Y
77	IEOLPUN3	78	IEDLTX3N
79	IEWKJZ47	80	IEQKIV74
81	IE59LNHG	82	IE69E3GH
83	IEJOM465	84	IEIOB756
85	IEK9KQIJ	86	IEA9AWJI
87	IEG7FYTP	88	IEH7C9PT
89	IEL95RBM	90	IEE96SMB
91	RYCDXTY9	92	RYPNU9PY
93	RYTYOHN3	94	RYMR4MSR
95	RYB45647	96	RY5RR574

97	RYZE9CGH	98	RYSCZJBM
99	RYRTWA56	100	RY7CQK65
101	RY4E7BJI	102	RYXIDGCF
103	RYUA3EPT	104	RY9INLTP
105	RYYEVIMB	106	RY3CYFHG
107	RYNTXTLE	108	RYOCUPEL
109	RYDEOHFC	110	RYWI4MIJ
111	RYQAS6KA	112	RYVIR5AK
113	RYJ3VIWQ	114	RYI3ZJQW
115	RYK3WAVZ	116	RY43B765
117	RYXSPUFC	118	RYUSTXCF
119	RY9SFYPT	120	RYYSC9TP
121	RY33LNGH	122	RYN3E3HG
123	RY03GDLE	124	RYD3HOEL
125	RYWSKQJI	126	RYQSAWIJ
127	RYVSJZKA	128	RYZSIBAK
129	RYIC5R47	130	RYKT6S74
131	RYACM4RS	132	RYG6H03N
133	RYHIPUY9	134	RYLATX9Y
135	RYEIFYUX	136	4UF6AWVZ
137	4UCCGDN3	138	4U56B7RS
139	4U6B5R47	140	4UM66S74
141	4UBIJZQW	142	4UK6C9XU
143	4UABPUYA	144	4UJ6TX9Y
145	4URNM4IJ	146	DQ9ZB7JI
147	DQYQSRAK	148	DQXZ6SKA
149	DQURJZBM	150	DQOZC9GH
151	DQDQPUEL	152	DQ3ZTXLE
153	DQNNM4IJ	154	DQVZHOFC
155	DQZQLNTP	156	OWWZLNTP
157	OW4ZIVMB	158	OW7ZJZBM
159	OWRZAW56	160	OWSZKQ65
161	OWL5B7RS	162	OWHMM4SR
163	OWG56S47	164	OWTJLNOD
165	OWP5C9UX	166	OWCMFYXU
167	OWFRTXY9	168	OW6FKQVZ
169	OW5SHON3	170	OWBMGD3N
171	OWMSE3DO	172	OWAJ5R74
173	OWK5IVQW	174	OWIMJZWQ
175	OWJ5AWZY	176	OWEFPU9Y
177	OW9VB7IJ	178	OWUWM4JI
179	OQXV6SAK	180	OWDSLNPT
181	OWOVC9HG	182	OWNWFYGH
183	OW3VTXEL	184	OWZ3KQ56
185	OWVVHOCF	186	OWQWGDFC
187	OWWVE3TP	188	OW4S5RKA
189	OW7VIVBM	190	OWRWJZMB
191	OWSVAW65	192	OWY3PULE
193	OWHBB774	194	OWGBM447
195	OWTIE33N	196	9SKCJQQV
197	9SIHT99U	198	9SJHPYYX
199	956CH33D	200	955CGNNO

SPECIAL CODES

LULRLLDR	Shoes
ULDLDUUL	Reveals all items
RBUUUBBJ	Shoes, sweets, feathers
BLDUBUBU	Shoes, sweets, feathers, three lives
JJLBJRJL	Music select
RLLRUDDR	One life
DJBRBDBJ	Three lives
LLBRDBDL	Shoes, sweets
DJLBBDJJLDLDBJBB	Reveals all on each level
JLJRULJRULLULJJR	Reveals all on each level

TIPS

• In order to get the green mirror, your score must exceed 500,000 on Level 194, otherwise the door won't appear.
• If you go in at Level 181, use D, J, B, R, B, D, B, J. This gives maximum lives, thus enabling you to get this score.
• Use long codes to show all that's available on each round. If an item doesn't appear, it's because your score is too low.
• Potions are best to get, along with bonus rounds.
• Bubble enemies and wait for 'hurry up'; most levels give bonuses.
• On Levels 100 and 200, it's best to zap yourself on the ground. This stops fireballs hitting you.

REPLAY RAVERS!

That cool cheating device from Datel is really going strong on the MS. We get hundreds of codes every day. The best every month win the sender an exclusive 'Rotten Cheat' T-shirt. This month's winner is Miss M Morse of Manchester for her *Lucky Dime Caper* floating cheat!

Lucky Dime Caper

00C1 2112 Make Donald float so baddies can't kill him
00C0 6903 Infinite lives
00C1 3E01 Infinite energy and weapon
00C0 8805 Maximum hammer power

The Ninja

00CD C002 Infinite lives
00CE A301 Invincibility (turn off Replay to collect scrolls)

Speedball

00C1 D806Start with six goals or replace last two numbers to goals desired

George Foreman Boxing

00C1 28A0Infinite energy
00C1 1104 Infinite strength
00C1 1304 Infinite recovery
00C1 1204 Infinite footwork
00C1 1505 Infinite super-punch

Spider-Man vs Kingpin

00DF 7FFF Infinite energy
00DF 9208 Infinite webs
00DF 7A08Infinite time

Battle OutRun

00C1 9F96 Infinite time

Ayrton Senna GP 2

00C5 17A3Come first
00C5 2981 Never crash

Moonwalker

00C0 6703 Infinite lives
00C5 7608 Invincibility & Infinite magic
00C0 9012 Infinite hat

Mortal Kombat

00C4 8848 Infinite energy

Ninja Gaiden

00DF C814Infinite energy
00DF C704Infinite lives
00DF C3E7Infinite weapons
00DF B106 Infinite time

SONIC THE HEDGEHOG

Oh flippin' heck! Will we ever be rid of this groovy platform game? Apparently there are *still* people who don't know how to complete it with their eyes closed! If you're one of those gamers, here's a guide to all six Chaos Emeralds from Stephen Moffoot of Milton Keynes.

Green Hill: Act 2

Don't jump on to the spring that catapults you through the ceiling. Instead, jump left, collect the ten rings and fall down the waterfall. Walk left to fall down a second waterfall then go right to collect the emerald. Walk left and fall down waterfall three then take the usual route to the end of the level.

Bridge: Act 1

When you see the emerald below, go to the first section of the collapsing bridge. Stand on it until you're level with the emerald then jump left to collect it. Jump up, then when you bounce on the spring, push right to get over the collapsing bridge.

Jungle: Act 1

When you come to the third big waterfall, jump onto the log and stand there until you're almost at the water, then jump left onto a type of passageway. Walk left until you reach the end then fall onto the log. Push Left until you come to the emerald then jump left to collect it. Go back onto the log and roll through the two big waterfalls, past the swinging log to the wooden platform. Jump up and complete the level as normal.

Labyrinth: Act 2

When you reach the spring at the end of the water, keep going up and left, avoiding the spiky ball. At the top, go up and right to gain invincibility. Walk right in to the spikes and left back into the water. Keep jumping right as far as you can go then zig-zag to the top, avoiding the stone heads' flames. At the top, walk left and collect the emerald in the spikes. If your invincibility has run out, you can still get the emerald but you'll lose all your rings. Jump from platform to platform to the very, very top and walk right to finish the level.

Scrap Brain: Act 2

When you come to the switch that opens one door and closes the other, make sure the left hand door is open. Go right, down and right, avoiding the spring. Go down the platforms, avoiding the pigs and balls they throw at you. At the bottom, go left, through the door, left and fall down the first hole. At the bottom, go right until you reach the door then jump in to the transporter. At the top, go right to collect the emerald then left through the door and you're back where you were a minute ago. It's up to you to complete the level — it's a tricky one!

Skybase: Act 2

At the beginning of the level, jump onto a moving platform and let it take you to a second platform. Don't use this but jump up the ladder and collect the extra life. Go right to the end of this platform and jump right onto a third moving platform. Jump up when you're directly below platform four then let it take you to a platform that bounces up and down. Jump onto that then jump left to collect the emerald. MIND THE MISSILES! Go left through the door then keep walking right to finish the level. Time for the final showdown with Robotnik!

Those are all the small tips! Now zoom over the page for the second part of the *Prince of Persia* players' guide.

PRINCE OF PERSIA P

Don't go making any mistakes at the top of the level — it's a long way down and the floor is hard!

Level 12

Go right, up, up, right, up, left and up. Take a standing jump, grab onto the ledge, up, take a running jump left, go up, press the pressure pad above the door. Go through the door, take a running jump right, go up, left.

Press Down when you draw your sword and you merge with your mirror image instead of fighting him. If you fight, you won't be able to win because you're perfectly matched.

Jump left and a platform appears. Jump left again and you've reached the exit for the end of the level. Don't forget to keep checking the amount of time you'v got left. There's no point in continuing the game if you only have a few seconds.

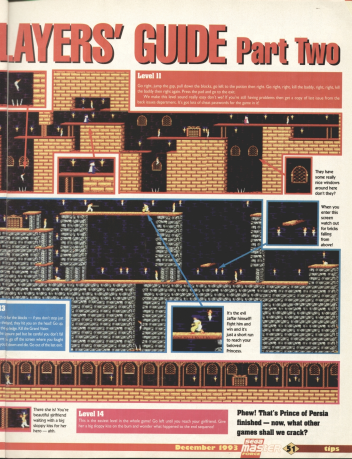
Ahh, what a welcoming sight — the exit to the level. Each exit has a pressure pad to open it but they're usually miles away!

Level 1

Go left. Watch
before where t
jump right off t

Step on th
off. Jump befor
the Vizier, or y

LAYERS' GUIDE Part Two



Level 11

Go right, jump the gap, pull down the blocks, go left to the potion then right. Go right, right, kill the baddy, right, right, kill the baddy then right again. Press the pad and go to the exit.

We make this level sound really easy don't we? If you're still having problems then get a copy of last issue from the back issues department. It's got lots of cheat passwords for the game in it!

They have some really nice windows around here don't they?

When you enter this screen watch out for bricks falling from above!

13

ch o for the blocks — if you don't stop just the land, they hit you on the head! Go up, the p ledge. Kill the Grand Vizier.
he essure pad but be careful you don't fall ore u go off the screen where you fought you l down and die. Go out of the last exit.

It's the evil Jaffar himself! Fight him and win and it's just a short run to reach your beloved Princess.

There she is! You're beautiful girlfriend waiting with a big sloppy kiss for her hero — ahh.

Level 14

This is the easiest level in the whole game! Go left until you reach your girlfriend. Give her a big sloppy kiss on the bum and wonder what happened to the end sequence!

Phew! That's Prince of Persia finished — now, what other games shall we crack?

SUPER SPACE

We've had lots of requests from nostalgia heads for a guide to the new, improved version of the hit which started the video games boom. Super Space Invaders is like the original but with a whole bunch of improvements. The following guide shows the best and easiest route to take to beat the alien invaders once and for all.

Level 1

The best route to take on your way to the question mark level is to keep to the left-hand boxes.

Set in the city, this level's easy, but you still have to be on your guard for enemy laser fire. The first attack formation is very straighforward but it's best to destroy the bottom few rows first; this gives plenty of time to deal with the last few that move fast.

Whatever you do in the game — keep moving! Those nasty aliens find it harder to hit you then.

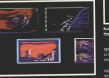
Formation two is a little more tricky. As you shoot the bottom rows, the ones above slip down, so you have to be quick on the button, especially as they get lower.

The third formation is rather odd: as you destroy certain ships they expand, so you have to keep shooting to destroy them. Don't forget to blast the flying saucers that whizz across the top of the screen — they give power-ups.

Save the unsuspecting cows from being carried away by the aliens — they must like peppered steaks!

After the first level, you enter the curiously-named Cattle Mutilation Round. The idea is to shoot as many flying saucers as you can to stop them carrying your cows away! You can tell which cows are going to be attacked because they start jerking from side to side beforehand (a definite case of mad cows' disease —Ed).

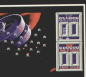
The more flying saucers you destroy and cows you save from nasty goings-on, the more points you're awarded.



Each of the levels has it's own little icon on the map screen — aren't they dinky?

Level 2

In this level you're just outside the enemy space station, where the foes are harder. The first attack wave's made from strange fellows. As you shoot certain ships, they split into two, making life a bit trickier. You have to be alert because they move faster than on the first level.



There are some fantastic backgrounds on some of the levels , but don't stop to admire them — keep firing!

There are many levels you can play through the game but the easiest route is to keep left all the way to the ?.

Some of the mother ships are really intricate — but they're all the same when they're blasted!

The second set of craft have a revolving attack pattern; again, they're fast and furious. Certain ships come very close at the beginning so kill these first then go completely mad and shoot everything that's left.

The third formation is pretty straightforward: they appear in straight lines and only take a single shot to destroy. The only thing you have to be on your guard for is their impressive firepower, which includes lasers and bombs.

At the end of this level, you meet the first of three big bad guys — don't worry, two of them are the same. The first is a large enemy ship with four large tentacles that fire lasers.

The best way to kill this nasty is to keep dodging the laser fire then shoot the green cockpit on top of the ship.

Level 3

Although the first formation is made up of completely new ships, they perform a familiar manoeuvre. As you shoot one, those above slip down. Just blast them as fast as you can.

Who would have thought that the classic coin-op *Space Invaders* would still be going today.

The next formation is simple; no tricks up their sleeves, apart from the fact they're rather small so you need to be a sharp-shooter to get them before they get you.

The third attack wave takes up a lot of air space. You'll have to do a lot of zipping from side to side to rid yourself of these aliens. Again, don't forget the bonuses — they help you blast faster.

After you wipe out that formation, there's another Cattle Mutilation Round. Repeat the procedure used in the first and clock up those points.

INVADERS PLAYERS' GUIDE

Level 4

The first formation is a rather odd shape, which means certain ships almost touch you, even at the beginning. Blast them as fast as you can then get the rest.



If there are shields available on the level make sure you use them properly — don't just blast holes in them!

The next wave arrives in the usual square attack shape but some ships fly off towards you. Keep a good eye out for these nasties and be prepared for some fast shooting.

Another old alien trick appears in formation three: as you shoot them, they double up. It's another case of dashing from side to side, but that's what makes *Super Space Invaders* so exciting.

An old enemy, the end-of-level ship with four tentacles, makes another appearance here. Use exactly the same method as before — keep shooting the green, glowing cockpit.



The level you are about to move into is highlighted on the map. That's handy!

The Final Level

Hurrah! You've made it to the fifth and final level! But don't relax because its hardest stage, too, so great skill is needed.

The first attack formation's the easiest. The aliens use the old trick of expanding when you shoot them, so fire away like billy-o!

Another old ploy is used in the next formation: the attackers revolve around one another in a circle as the outer





Yeah momma! You've made it to the very last boss so blast it with all the fire power you can muster — he'll soon be in pieces floating through space.

ships get closer and closer. Shoot the closest first then clean up the rest.

The third formation uses a new manoeuvre to throw you off guard. Half the attack formation's split to the left-hand side, the other half splits to the right. You have to move quickly and make sure every shot hits a ship or you're alien fodder.

Don't worry, only one more nasty to face. He's a bit of a beast to destroy, though!

This huge ship has two extending arms, which fire lasers, and occasionally launches a massive blast from its underbelly — dodge this at all costs. To kill it, keep shooting at the main body of the beast and you've saved the Earth from destruction!

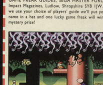
That's your lot for another month. Keep sending in all your hints, tips, cheats, maps and codes.

If you'd like to have a go at creating your own players' guide, there are extra-special prizes for the best we receive every month. Keep blastin'!

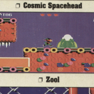
Game freak guides!

Here's your chance to get exactly what you want out of Beat The System. This month we've given *Prince of Persia* and *Star Wars* the players' guide treatment, with solutions and maps, but what game would you like us to have a stab at?

There are three choices below for you to tick or you can suggest another game. Just cut out this coupon (or photocopy it) and send it in to us at: GAME FREAK GUIDES, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. If we use your choice of players' guide we'll put your name in a hat and one lucky game freak will win a mystery prize!



❒ Cosmic Spacehead



❒ Zool



❒ Cool Spot

Or ....

Name:.......................................

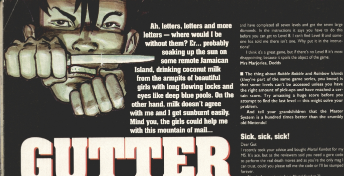
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Postcode...................................



Ah, letters, letters and more letters — where would I be without them? Er... probably soaking up the sun on some remote Jamaican Island, drinking coconut milk from the armpits of beautiful girls with long flowing locks and eyes like deep blue pools. On the other hand, milk doesn't agree with me and I get sunburnt easily. Mind you, the girls could help me with this mountain of mail...

GUTTER GOSSIP

Deary me, talk about obsessed. Most of the letters and pictures sent in this month have one thing in common. Yes, you've guessed it — *MORTAL KOMBAT*!

I'm certainly not complaining about it, it's nice to have something other than blue hedgehog pics. They're very nice but a million of them a month and the old brain starts to go a bit strange... What was that running across the floor?!

There are all manner of beautifully-drawn pictures in this issue — so artistically competent, in fact, that dear old Tony Hart threatened to do himself in if he couldn't use any for his programme. Oi, bring them back!

Oh, one piece of advice: when creating wondrous works of art, don't use pencils or light crayons as unfortunately they're barely visible on the printed page. So remember, be loud and proud; get your fluorescent felts out and get sketching!

Send all your scribblings to GUTTER SNIPE, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. And remember, there's a T-shirt for the best picture and best letter!

Stocking fillers

Dear Gutter Snipe

I sent a letter after reading Issue 2 of SEGA MASTER FORCE and it didn't get printed. Anyway, that's my only complaint: it's a great magazine and I've only missed one issue.

Could you please answer these questions:

1. Will T2: *The Arcade Game* come out for the MS? If so, how much will it cost?
2. What games should I get for Christmas? *Robocod*, *RoboCop vs Terminator*, *Terminator 2: Judgment Day*, *Desert Strike*, *Mortal Kombat* or *Cool Spot*?
3. Will *Jungle Strike* appear on the MS?
4. Will *Sonic Chaos* be any good?
5. What's the release date for *Sonic The Hedgehog 3*?

Mike Golfis, Sega Land

■ Golf is what?! I'm dying to find out. Anyway, I'll answer these as best as I can, Mike.

1. Yes, *T2* is coming out — we'll have a lovely review in SEGA MASTER FORCE soon. It's going to cost around £34.99

2. If MS *Desert Strike* does really well (which I'm sure it will), the obvious thing to do will be to release *Jungle Strike*, but let's play the original first, eh?

3. Oh dear, this is a toughie. Any of the games you mentioned will be an ideal stocking-filler. Read the reviews and make up your own mind.

4. Yes, it's going to be a corker.

5. *Sonic 3* and *Sonic Chaos* are the same game. It's released this month, ready for the Christmas rush.

Missing islands

Dear Gutter Snipe

This is probably an unusual letter but I'm a grandmother of 63 and I own a **Sega** Master System which I love playing.

My grandchildren, whom I live with, own a **Nintendo** so as you can imagine there's a little rivalry between us. I stick to my guns and say that I love Sega the best, but there's something I want to get off my chest.

I recently bought *Rainbow Islands* for the Master System and have completed all seven levels and got the seven large diamonds. In the instructions it says you have to do this before you can get to Level 8. I can't find Level 8 and someone has told me there isn't one. Why put it in the instructions?

I think it's a great game, but if there's no Level 8 it's most disappointing, because it spoils the object of the game.

Mrs Marjories, Dodds

■ The thing about *Bubble Bobble* and *Rainbow Islands* (they're part of the same game series, you know) is that some levels can't be accessed unless you have the right amount of pick-ups and have reached a certain score. Try amassing a huge score before you attempt to find the last level — this might solve your problem.

And tell your grandchildren that the Master System is a hundred times better than the crumbly old Nintendo!

Sick, sick, sick!

Dear Gut

I recently took your advice and bought *Mortal Kombat* for my MS. It's ace, but as the reviewers said you need a gore code to perform the real death moves and as you're the only mag I can trust, could you please tell me the code or I'll be stumped forever.

Also, is there going to be a *Mortal Kombat 2*?

Stuart Roper, Birmingham

■ If you look at this issue's Beat The System, all will be revealed. A sequel hasn't even arrived in the arcades yet, so be very patient.

Sonic 4?

Dear Gutter Snipe

CONGRATULATIONS on your excellent new mag! I own a Master System (surprise, surprise!) and thought the original SEGA FORCE was good but SEGA MASTER FORCE is doubly good.

I wonder if you could answer my questions!

1. Are there any plans for a *Jurassic Park* game on the 8-bits? If not, why not?
2. Sonic 4?
3. What do you think of the *WWF Steel Cage Challenge*?
4. Are you human?

Prickly sleep

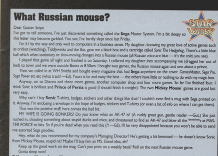
Dear Gutter Snipe

I'm so keen on **Sonic** that I traced a picture of him onto my pillow case and painted it with some of my mum's special fabric paints.

Christopher Horsnell, age ten

PS I've enclosed a picture of me and my pillow case.

Well, what can I say, Chris? That's a wonderful pillow case you've got there. Now all you've got to do is make another 100,000 and sell them in the high street shops. You'll be a millionaire before you know it! Anyone fancy one of these?



What Russian mouse?

Dear Gutter Snipe

I've got to tell someone, I've just discovered something called the **Sega** Master System. I'm a bit sleepy so this letter may become garbled. You see, I've hardly slept since last Friday.

I'm 51 by the way and only wed to computers in a business sense. My daughter, knowing my great love of active games such as cricket (watching), Tiddlywinks and the like, gave me a black box and a cartridge called *Sonic The Hedgehog*. There's a little blue ball which when stationary or slow-moving changes into a Russian mouse (all Russian mice are blue — it's the cold, you see).

I played that game all night and finished it on Saturday. I collared my daughter into accompanying me (dragged her out of bed) to town and we were outside Boots at 8.50am. I bought two games, the Russian mouse again and one about a prince.

Then we called in at WH Smiths and bought every magazine that had **Sega** anywhere on the cover. *GamesMaster*, *Sega Pro*, *Sega Power* etc etc (what trash! —Ed). Yours is far and away the best — the others have little or nothing to do with my magic box.

Anyway, on to Dixons and three more games, another computer shop and four more games. So far I've finished four. I think *Sonic* is brilliant and **Prince of Persia** is good (I should finish it tonight). The two **Mickey Mouse**' games are good but very easy.

Why can't I buy **Sonic** T-shirts, badges, stickers and other things like that? I couldn't even find a mug with Sega printed on it. Anyway, I'm enclosing a envelope in the hope of badges, stickers and T-shirts (or even a bit of info on where I can get them).

That was the positive stuff, here comes the bad bit.

MY WIFE IS GOING BONKERS! Do you know what an AK-47 is? (A ruddy great gun, gentle reader —Gut.) She just rushed in, shouting something about stupid ducks and mice, and threatened to find an AK-47 and blow all the *******s at MASTER FORCE to bits. So if you're dead when you read this (?! —GS), I'll be very disappointed because you won't be able to send me assorted Sega goodies.

Hey, what do you recommend for my company's Managing Director? He's getting a bit bemused — he doesn't know Sonic from Mickey Mouse, stupid nit! Maybe I'll buy him an MS. Good idea, eh?

Keep up the good work on the mag. Can't you print on a weekly basis? Roll on the next Russian mouse game.

Gotta sleep now!

B Kearney, Masterforceville

PS Send me a sticker or I'll send you another letter, with at least 50 pages of teeny-weeny writing!

There's one thing you'd better remember: no one threatens Gutter Snipe and gets their letter printed… Hang on, yours is already in. Damn!

Oh, and here's a message from your work's MD: 'Grrr! I want to see you in my office first thing Monday morning!'

You wanted some sort of Sega merchandise, so how about a SEGA MASTER FORCE T-shirt for writing the Star Letter this month? Well done.

Well, that's all for now — oh yes, just one more. Why are you called Gutter Snipe? I think it's a rubbish name

Scott Ellis, age 12

■ **I have to agree with you, Scott, I'd much rather have a normal, boring name like yours! Anyway, on with the answers…**

1. That dinosaur-based romp is coming to the Master System in November. We'll bring you a review very soon.

2. Give 'em a chance, Scott, they've only just released *Sonic 3/Chaos*.

3. The opinion around the office is that it's great fun.

4. Don't be cheeky, I'm as human as you are

Oh no — 32-bits!

Dear Gutter Snipe

Why oh why are people soooo interested in *Sonic 3* when *Mortal Kombat* has just been released. I mean, are they a bit dense or something? This game's hot and happening, not *Sonic 3*.

Anyway, I'll get to the point (I wish you would —GS). While flicking through a mate's Mega Drive magazine, I noticed that **Sega** have confirmed a 32-bit console. Although MS games are planned way into 1994, surely Sega are going to kill the MS with this 32-bit jobbo?

I, like others, want to keep their trusty 'house brick' that we've grown to love and cherish for as long as possible. But with more advanced consoles on the market, I have my doubts about how long that is.

Of course I'm no expert on the matter and I'm dying to know what you think about it. Thanks for your time.

AJ Broughton, Kombat Kountry

PS On a different note, could you please tell me the gore code for *Mortal Kombat* for the MS. Thanks.

OFF THE WALL

Well blow me down if it's not some of your brilliant artwork! We're getting some great pictures in these days — don't forget to use as much colour as possible and stay away from light pencil crayons. There are prizes for the best pics every month so get drawing!



Paul Chilton
Hornchurch, Essex

IT'S BIG IT'S BAD! IT'S JURASSIC FART!

Jonathan Gage
Diss, Norfolk



Lyneth Symonds
Boston, Lincs

■ Don't worry, the trusty black block has got plenty of life in it — look at all the games crammed into this issue. It certainly doesn't look like it's on a decline, does it?

Sega have announced *plans* for a new 32-bit console but you know what these console companies are like. It'll be a long time before we see this amazing machine. Stick with your Master System — it's the tops!

For the gore code, see Beat The System.

Scores on the doors

Hello Gutter Snipe

First of all — creep creep! You're all doing a good job with this mag; it's better than the *Sonic the Comic*.

Anyway, I'm a 30-year-old single mum with a lad aged eight (Gary) and obviously we have a Master System and love to play on it. I've got to admit that I can complete most of the games we have — I've just completed *Global Gladiators* and think it's brill.

We also love *Land of Illusion* and *Castle of Illusion*, but my moan is that some platform games give you the score at the end, but in *Castle of Illusion* and *Global Gladiators* they don't. This really gets on my pip, as when you're trying to complete the game in the quickest time, you don't think to pause it for your score. So if you could put in a good word, I'll read your mag till I'm old and grey.

My best score on *Land of Illusion* is Stars 11, Lives 29, Score 399,340. Good, eh?!

You don't have to print this but I love **Sonic** and **Tails** so much that I bought the cuddly toys.

Yours creepingly

Mrs Boyles

■ The next time we have a visit from a software company, any day now, we'll pass on your thoughts about scoring.

And how dare you talk about cute and cuddly toys in my hard and rockin' letters section! We're all as hard as nails here!

Software error!

Dear Gutter Snipe

I wrote to you because none of those naff magazines could answer my technical questions.

My Master System was working fine until I borrowed a game from my friend. That game was okay but when I went back to my previous game, sometimes a software error came up on the screen, or it would only load and not play.

When I told my friend, he said the game I borrowed had the same problems. Is this a virus like you get in home computers? If not what is it?

Thanks, Gut, I look forward to your reply.

K M Jennings, Devon

■ Oh deary me! It's not a very good sign when 'Software Error!' comes up onscreen. It means the Master system isn't reading the cartridge properly.

Have you tried cleaning the cart's edge connectors to make sure they're free of dust? Don't use household cleaners, though! Just use a duster to get rid of anything mucking up the connectors.

Does any reader out there know anything else these poor game-freaks can try? Write in and let us know.

Rest in peace

Dear Gutter Snipe

I've been reading your mag since Issue 4 and I think it's total boss. I used to read *GamesMaster* (ahem!) but now I'm devoted to SEGA MASTER FORCE.

Please could you answer these questions:

1. My friend thinks his NES is better than my MS. Is he right?

2. Do you need a cheat on the MS version of *Mortal Kombat* to put the blood on?

3. I remember the days when the Commodore 64 was top of the range, with its blocky graphics and three-hour loadings. Is it really dead and gone!

Robert Jackson, Warrington

■ We're all glad you like our beloved magazine, Robert, so I'm going to answer your questions.

1. Come on, where's your loyalty? His NES is better than your MS for one thing only — and that's for lodging doors open!

2. Check out Beat The System this issue where you'll be forever enlightened

3. I'm sorry to say this but it's as dead as a dodo. However, there's still one good magazine for those sad individuals with a crusty '64 — COMMODORE FORCE.

Software sorrow

Dear Gutter Snipe

I'm writing to say how upset I was when I walked into a shop, wanting to buy a game, and there were about three Master System games. I felt like killing somebody!

I wish people would take note that the Master System isn't dead yet and in my eyes never will be. Someone somewhere could do something.

Kevin Throw, Wolverhampton

■ Please don't kill anybody because of this minor inconvenience. I guess some shops haven't got a broad enough view to include anything but those nasty Super Nintendo and Mega Drive games — bleeeuugh! Put the gun down and restrain yourself

Craig Hopper
Co. Durham

Ryan Rees-Prichett
Rochdale, Lancs.

Anthony Green
Somewhere, England

William Keightley
Kidderminster

Home or Away?

Dear Gutter Snipe
Um, I've been collecting your mag since Issue 1 and it's very good.

The only problem is that people think I'm very dull. Are they correct?

The Man on the Moon, Western Australia

PS Could you please print my address because I'm very popular on the radio: The Man on the Moon Fan Club, 4 Settlers' Way, Gosnells, Western Australia, 6110.

■ **You are definitely *not* dull! People who say that are the dull ones.**

Oh, and which radio are you popular on?

from inflicting GBH.

I'm afraid a similar thing happened to me. I entered a famous record store to enquire about the purchase of some 78rpm records and they laughed me out of the shop. To get revenge, I set fire to the place but was caught and charged with arson and the destruction of a rare collection of Queen records.

So remember: crime doesn't pay.

Have you tried some of the mail order companies who advertise in SEGA MASTER FORCE? They can help you out.

A little devil!

Dear Gutter Snipe
I live in Tasmania and have witnessed the release of such a great mag. I think it's about time Master System owners had justice given to their machine.

In Tasmania, MASTER FORCE costs $4.95 (roughly £3), though I don't mind coughing up for such a great mag. 'creep, creep'.

I'm a first-time writer and like most of the other deadheads, have some questions.

1. Are the blood and death moves included in *Mortal Kombat*?
2. Is *California Games 2* a worthy buy?
3. Nintendo have made an NES version of *Street Fighter II*. Will there be a version on the MS?

■ **Flippin' heck! I didn't even know that SEGA MASTER FORCE was sold in Tasmania. Cor, we're all going to get big-headed now and brag about it!**
1. YES! For the millionth time, look at the Beat The System pages for the special code.
2. I'm afraid *California Games 2* is a bit of an addled egg and should be avoided at all costs.
3. It doesn't look likely but don't worry, *Mortal Kombat* is a far superior game.

Violent video?

Dear Gutter Snipe
As a parent (aged 36 and divorced) I'm joining in the arguments! My son has a Master System and I've noticed that there's much more conversation when he and his friends are playing on that than while watching television programmes.

Okay, so I'm unusual in the fact that I join in (and have a Mega Drive of my own; if you can't beat 'em, join 'em — but go one better!) and actually take an interest in what's going on.

Being a 'thinking parent', I'm happy to buy *Mortal Kombat* for my son as I know he's well aware of the differences between video games and reality!

If you think about it, even *Sonic The Hedgehog* is violent but 'violent' games have always been played (cops and robbers, cowboys and indians, when I was a kid) without causing people harm.

I suspect that if parents take the trouble to teach their children to recognise right from wrong at an early age, the kids don't go too far off the rails later in life!

Kathrine Humphries, Dorset

■ **Thank you for putting things straight from a parent's point of view, Kathrine. It's ludicrous to suggest that console games like *Mortal Kombat* make players go out and be violent.**

Our editor, Nick, was interviewed about video games for a new Walt Disney programme and was asked, 'What do you think kids will do after they've played a game of the violent *Mortal Kombat*?' He simply answered, 'Play another game, because it's such a great, addictive beat-'em-up!'. Nuff said!

Just when I get going, it's time to stop! There've been some great letters this month and the usual deadheads asking about Sonic and Street Fighter! Will you ever give up? Keep all your great mail coming to the Gutter Snipe address. I've got to run — my bus is leaving!



Eric McGowan
Ayrshire, Scotland.

Anon.
Somewhere in the World

Scott Brackhahn
Fulbourn, Cambridge

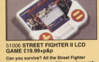
Jacob Bodnick
Barhill, Cambridge

Jonathan Gage
Norfolk



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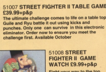


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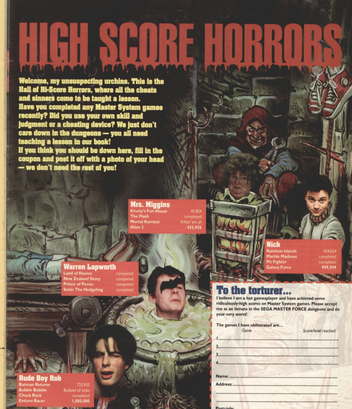
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HIGH SCORE HORRORS

Welcome, my unsuspecting urchins. This is the Hall of Hi-Score Horrors, where all the cheats and sinners come to be taught a lesson. Have you completed any Master System games recently? Did you use your own skill and judgment or a cheating device? We just don't care down in the dungeons — you all need teaching a lesson in our book! If you think you should be down here, fill in the coupon and post it off with a photo of your head — we don't need the rest of you!



Mrs. Miggins

Krusty's Fun House	45,854
The Flash	completed
Mortal Kombat	Killed 'em all
Alien 3	435,956

Nick

Rainbow Islands	434,634
Marble Madness	completed
Pit Fighter	completed
Galaxy Force	999,999

Warren Lapworth

Land of Illusion	completed
New Zealand Story	completed
Prince of Persia	completed
Sonic The Hedgehog	completed

Rude Boy Rob

Batman Returns	732,932
Bubble Bobble	Bubbed all bobs
Chuck Rock	completed
Enduro Racer	1,000,000

To the torturer...

I believe I am a hot gamesplayer and have achieved some ridiculously-high scores on Master System games. Please accept me as an inmate in the **SEGA MASTER FORCE** dungeons and do your very worst!

The games I have obliterated are...

Game — Score/level reached

1. ....
2. ....
3. ....
4. ....

Name: ....

Address: ....

....

....

Postcode: ....

Send this coupon to: **HI-SCORE HORRORS, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Don't forget to enclose a photograph of yourself!**

CART TOPPERS

SEGA MASTER FORCE

Virgin GAMES CENTRE



TOP 20 UK MASTER SYSTEM GAMES CHART

What's new on the Master System chart this month? As predicted by lots of you in The Top Slot, *Mortal Kombat* — or should we say 'MOORRTAAL KOMAATT' — holds the Number One spot for the first week, with *Tecmo World Cup Soccer* snapping at its heels.

This month we've decided to just print the Top Ten Master System games, to allow you room to come up with your own chart of favourite MS titles.

As well as this, there's the usual Number One prediction spot. If you correctly predict what's going to be top of the chart next month, you win a T-shirt. Simply fill in the coupon below with the name of your chosen game and your own Top Ten. Send it with your name and address to The Top Slot, CART TOPPERS, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

This month's winner is Kevin Inker of Bristol; we put all the *Mortal Kombat* entries in a hat and his was the first picked out.

Your tip for the top!

I have heard of Mystic Meg but don't believe her when it comes to the Number One Master System game for next issue. My prediction is:

My own Master System Top Ten is:

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....

Oh, and you'd better have my name and address:

....

....

....

....

........Cheerio!

1	NE	Mortal Kombat	Acclaim
2	➤	Tecmo World Soccer	Sega
3	▼	Sonic 2	Sega
4	▼	Land of Illusion	Sega
5	▼	Lemmings	Sega
6	➤	Streets of Rage	Sega
7	▲	Little Nemo	Sega
8	▼	Taz-Mania	Sega
9	▲	Asterix	Sega
10	▼	Wonderboy in Monster World	Sega
11	➤	Rainbow Islands	Sega
12	▼	Super Tennis	Sega
13	➤	Super Kick Off	US Gold
14	▲	Prince of Persia	Domark
15	▼	Tom & Jerry	Sega
16	▲	The New Zealand Story	TecMagik
17	➤	Castle of Illusion	Sega
18	➤	Batman Returns	Sega
19	➤	Speedball 2	Virgin
20	▼	World Class Leaderboard	US Gold

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SMALL ADS

Whether you want to swap games, buy a new console, write to a pen pal or join a club, the only place to be is here at the SEGA MASTER FORCE Small Ads. Check 'em out!

FOR SALE

Sega Master System II for sale, seven games including Cyber Shinobi, Super Monaco GP and many more, plus free tips book and mags, all for £100. Phone 0450 85238.

Master System for sale, £50 ono, including Prince Of Persia, Asterix, R-Type, Super Kick Off and Alien 3, boxed with instructions, around £15. Phone 021 753 2086.

Master System for sale, 16 games (Lemmings, Sonic, Ghouls 'N' Ghosts etc), light phaser, 3D glasses, two control pads, all in very good condition, £100. Tel 0803 559832 after 6pm, please.

MS games for sale, Basketball Nightmare, Galaxy Force, £10 each. Enduro Racer £5. Good quality. Phone 081 952 0576 and ask for Ryan.

Thunderblade £6, Space Harrier £5, Captain Silver £7, buyer must collect. Daniel Sinfield, 14 Grange Rd, Orpington, Kent BR0 8ED.

MS with five games, Sonic 2 etc, all rated over 85%, everything boxed. Will sell for £60 or swap for UK MD. Tel 0648 69422.

Game Gear with six games, AC adaptor, Master Gear converter, car adaptor, £180 ono or swap for Mega Drive. Call 051 226 7759, ask for Daniel.

Sega Master System II including eight games, one control pad, worth £220, sell for £85 ono. Ring weekdays after 4pm on 0744 886604.

Master System II Lemmings for sale, £15. Tel after 5pm on 081 524 7482.

Atari console with 15 games, £25 ono. Tel 0302 321885.

My Hero for Sega MS, will sell for £8.50 or swap for Asterix. Buyer must collect. Ring 0473 311554 after 5pm.

Master System II, two control pads, joystick, light gun, 16 games, boxed, almost as new, £195. Tel 0203 404626.

Spectrum 128K and joystick, light gun, over 130 games, £35 (worth £200). If interested, phone 0482 862175 and ask for Richard (after 6pm).

Master System II for sale, 12 games including WonderBoy III, Lemmings, Taz-Mania. Sell for £200 or swap for Mega Drive and games. Phone Stephen on 0704 213880, 3.30–8pm on weekdays.

Game Gear plus six games (Sonic 2, Aerial Assault, Shinobi 2, OutRun, Spider-Man, Fantasy Zone) and car adaptor, all boxed, £120. Ring 0494 562832, High Wycombe area.

I have two MS games and a turbo pad. The games are Scramble Spirits and Dynamite Dux, which I will sell for £15–20 each, the turbo pad from £5 onwards ono, or I will swap the games. Ring Daniel on 0708 744417.

Sega Master System with four games (Sonic 1, Mickey Mouse 2, Prince Of Persia and Double Dragon). Almost new, boxed with instructions etc, £75. Ring 0962 734072.

Sega Game Gear for sale with four games (Halley Wars, WonderBoy, Columns, Super Monaco GP), magnifier and car adaptor. Everything boxed with instructions, £120 C.O.D. Ring 0307 830334.

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MS games Sonic 2 £15, Asterix £12, Mickey Mouse 2 £18, Wimbledon £12, Super Kick Off £15. Contact Steve on 0934 742381 after 4pm.

Master System, two control pads, Sega joystick, rapid fire unit, ten games, light phaser plus three built-in games, £125 ono. Ring Mick on 081 591 6809.

SWAP

I will swap my Game Gear, adaptor, Master Gear, magnifier and two games (Spider-Man and Batman Returns) for a Mega Drive, two pads and a game. Phone after 5pm on 0382 66645.

Master System with six good games, including Sonic 2, and two control pads, for GG with 3–4 games. Phone after 3pm on 0334 76544.

I will swap my Donald Duck (GG) for your Sonic 2 (GG). Must be boxed with the booklet. Call Gary on Norwich 503501.

70 top Spectrum games including Paperboy, Rainbow Islands and Super Cycle. Swap up to eight for MS Lemmings, WonderBoy 3 or Psycho Fox. Phone Terry on 0379 870908.

I will swap my Master System with eleven games, two pads and light gun for Mega Drive with over four games. Call Andy on 0734 873931 between 4 and 7pm.

I will swap my Prince of Persia or Olympic Gold for WonderBoy 3, Dragon's Trap. Phone Gary on 0453 826349.

Swap Italia '90 or Super Tennis for Pro Wrestling or Alien 3. Phone 0922 477960.

Sega Mega Drive with Master System adaptor, arcade joystick plus 12 games, for Amiga 500 and games. Phone Stewart on 061 962 8314 — now!

Swap Desert Strike, Hellfire, Super Monaco GP or Ecco for Tiny Toons, Jungle Strike, Global Gladiators, Taz-Mania or Road Rash 2. Will sell for £25 each. Write to Matt, 30 Queens Park, Brechin, Angus DD9 7EG (please enclose a phone number).

I will swap Lord of the Sword for any good Sega Master system game. Call Neil on 0494 713025; in the Bucks area.

Master System II with three games, will swap for Game Gear with one game. Phone John on 0329 282018.

I will swap Sonic 2 for Land Of Illusion (MS) or World Class Leaderboard. Contact Adam after 5pm on 0493 728092.

I will swap Champions Of Europe for Global Gladiators, Asterix, Olympic Gold, Crash Dummies, Taz-Mania or Rainbow Islands. Call 0785 46293.

Quickshot Maverick 3 joystick for sale, £10 ono, or will swap for any old MS game. No time-wasters, please. Write to: Sam, 80 Barnstock, Bretton, Peterborough.

I'll swap my Master System II with 12 games for your Mega Drive with around seven games. Phone Stephen on 0704 213880. Phone between 3.30 and 8pm.

Will swap my Chuck Rock and Prince Of Persia for your Asterix and Heroes Of The Lance. Also selling SEGA FORCE back issues 1, 3, 4 and 6–19, best offer collects. Ring Richard after 5pm on 0482 879240.

Will swap Spider-Man for Prince Of Persia, Lemmings, Olympic Gold or Super Space Invaders. If interested, call Anthony on 0274 884360.

PEN PALS

10-year-old boy wants a female pen pal. Write to Jason Overton, 'Newent' Fiddlers Lane, Tytbury, Staffs DE13 9HG.

19-year-old soldier looking for female pen pal, same age, likes sports, Sega Mega Drive, all letters answered. Please write to: Gerry Parker, 96 Hartside Cresc, Moorside Est, Shiremoor, Newcastle-upon-Tyne NE27 0SD.

Kay Yelland, don't forget to reply to my letters, and Martin don't forget to take your medication! Love Natalie and Ross, more xxxx.

14-year-old girl wants pen pals, any age. I promise a reply. Write to Joanne, 21 Lyle Cresc, Bishopton, Renfrewshire, Scotland.

Hi, I'm a 10-year-old girl and looking for female pen pal aged 9–10. I like Sega a lot but have an NES. Write to Jenna Chambers, 69 Spring Close, Andover, Hants SP10 2QR.

Looking for female pen pals (13–15), must like playing Master System and having fun. So get those pens writing! Matthew Jacobs, Ridgeways Rareridge Lane, Bishops Waltham, Southampton SO3 1DX.

Hi, I'm a 9-year-old girl wanting a female or male pen pal aged 9–12, pretty. Please write to Donna Bladon, 38 Horton Street, Darlaston, W Midlands WS10 8HF.

WANTED

Master System II games, send your lists to: Vicky, 80 Meadow Road, Yeovil, Somerset BA21 5PP.

USER CLUBS

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GG Paradise. For 15-tip list, send £1 to: 52 Mallery Cresc, Fareham, Hants (list updated bi-monthly).

Master System tips heaven. Send £1 and a list of 15 MS games — I will give you tips for all 15. Send to Jeremy Patterson, 3 Wakefield Avenue, Fareham, Hants PO16 7RJ.

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MASTER MARKET

You put that fiver back in your pocket young 'un! Don't you even think about buying a new game without checking out the SEGA MASTER FORCE Master Market first. Here, we've listed all the games that are worth looking at. If it's not here it ain't much cop!

Arcade

Coin-op conversions and mixed-genre games make these carts the most action-packed around. Old classics and revamps, like in Virgin's compilation, have the post staying power.

ARCADE SMASH HITS 85%
VIRGIN £32.99 Tel 081 960 2255
These updated versions of Missile Command, Centipede and Break Out are weak individually but together form a good package, especially for the newcomer. Where else can you get games for £11 each?

BACK TO THE FUTURE II 62%
IMAGE WORKS £34.99 Tel N/A
Racing, beat-'em-up and two puzzle sections make up this game-of-the-film. Crude, flickery graphics and frustrating gameplay put it firmly in the past.

THE FLINTSTONES 61%
GRANDSLAM £29.99 Tel 081 680 7044
As Fred, paint the living room, drive to the bowling alley, bowl (surprised?) and rescue Pebbles. Boring gameplay isn't rescued by cartoony but could-do-better graphics.

MARBLE MADNESS 76%
VIRGIN £32.99 Tel 081 960 2255
Under a time limit, guide a fragile marble over strange landscapes and past weird creatures. Great graphics and unique gameplay but too few levels.

MASTER OF DARKNESS 77%
SEGA £32.99 Tel 071 373 3000
As Dr Social, track Dracula through five levels of Olde London. Spooky graphics and sounds as you tackle mesmerised creatures. Soon gets tough.

MORTAL KOMBAT 92%
ACCLAIM £34.99 Tel 071 344 5000
The classic arcade machine comes to life complete with blood and gore. It's possible the most violent and addictive game ever to reach the Master System and includes some amazing digitised animation. Brilliant.

MS PACMAN 88%
DOMARK £34.99 Tel 081 780 2222
Essentially the old fave, Pac-man, Ms has a feminine sprite, speed-up option, selectable mazes and skill settings. Ancient coin-op graphics but all the playability.

RENEGADE 67%
SEGA £34.99 Tel 071 373 300 Your gir been nabbed and you use punches, kicks, knee-butts and overarm throws to mangle the punks responsible. The graphics are too clean for the gritty but repetitive action.

STREETS OF RAGE 81%
SEGA £32.99 Tel 071 373 3000
Clean up the streets as you head for a crime boss's skyscraper headquarters. There's an array of moves and weapons, cool sprites and good FX. Truly exciting gameplay; a class beat-'em-up.

STRIDER 2 74%
US GOLD £32.99 Tel 021 625 3366
The Master's causing trouble again, but this time Strider's fast as well as graceful. Some of the robot guardians are unfairly tough but the action's engaging enough. A 'try before you buy'.

SUPERMAN 66%
VIRGIN £TBA Tel 081 960 2255
Several of Metropolis's inhabitants have gone missing — including Superman's beloved Lois Lane! He can't use all his powers in the same stage and must collect icons to keep energy up. Graphics are action-packed but the Man of Steel's difficult to control and the tasks are tiresome.

Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Prince Of Persia sports the best MS animation ever.

ASTERIX 82%
SEGA £32.99 Tel 071 373 3000
The heroic Gaul and his fat chum, Obelix, are on the way to Rome to rescue their druid chum, Getafix. Each level can be played as Asterix or Obelix, which alters the hazards and features subtley or drastically. Use their different characteristix to defeat Romans and solve cunning platform puzzles. Sprites are almost identical to the comic characters, playability's high and there's masses to do — twice.

BART VS THE SPACE MUTANTS 92%
FLYING EDGE £32.99 Tel 0962 877788
Space Mutants are making a machine to conquer the world — only Bart knows about it! Colourful backgrounds and cartoon sprites on par with the MD, good FX and samples back it up.

FANTASTIC DIZZY 87%
CODEMASTERS £29.99 Tel: 0926 814132
Packed with puzzles, this is an excellent adventure game, but can be frustrating at times. If Codemasters had included a password system there would've been a lot more playability, but as it is you'll still want to stick with it and see what lies ahead.

HEROES OF THE LANCE 68%
US GOLD £32.99 Tel 021 625 3366
Billed as an RPG, it's even an exaggeration to call this an arcade adventure. Send your band of eight adventurers in search of the Disks of Mishakal. Simple arcade combat and sluggish controls but bold graphics and a huge playing area. No save option, though!

LAND OF ILLUSION 92%
SEGA £32.99 Tel 071 373 3000
Mickey Mouse is searching for a jewel and the phantom who stole it. Mickey bum-bounces some enemies, throws rocks on others. Special items have to be found and used to complete levels, some of which have to be tackled twice.
Graphics and sound are superlative, and although it's fairly easy, it's playable enough to complete time and again. Another great platform game starring Walt Disney's little mouse!

PRINCE OF PERSIA 93%
DOMARK £29.99 Tel 081 780 2222
Leap chasm and spikes, dive through razor-sharp shutters, activate pressure pads and duel with guards — when you find the scimitar. You've an hour to negotiate 12 levels and rescue the princess waiting for you. Animation is jaw-droppingly good and the task is addictive. This is one platform game with a difference.

SHADOW OF THE BEAST 70%
TECMAGIK £34.99 Tel 071 243 2878
Once human, The Beast traverses scrolling plains and vast caverns to find and defeat his loathed master. Keys, potions and weapons are collected, although fists are most often used to defeat many enemies. Neat graphic touches and increased adventure elements make it better than the MD version but gameplay lacks versatility.

SPIDER-MAN 2 82%
FLYING EDGE £29.99 Tel 0962 877788
Spidey's up against six of his toughest foes in six two-part levels. Objects need to be found and used to gain access to villains' bases. Graphics and sound are nothing special but gameplay's great. If you're a fan of Spidey and his amazing adventures, this game is for you.

WONDERBOY 3 IN MONSTER WORLD
SEGA £32.99 Tel 071 373 3000 75%
From the original arcade machine comes this cool platform romp. Wonderboy's set a number of tasks that eventually enable him to escape. There are traps to dodge, obstacles to

jump and monsters to kill, plus plenty of people and objects to interact with.
Although not as popular as Sonic, Wonderboy's adventures are still fun to play.

Platformers

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the craggy strategy of Chuck Rock to the eco-friendly gook of Global Gladiators.

ALEX KIDD HI TEK WORLD — 78%
SEGA £29.99 Tel 071 373 3000
The most popular MS character after Sonic, Alex Kidd faces some tough challenges in Hi Tek World. Fast platform action and cute graphics make this one a winner.

BONANZA BROS — 76%
SEGA £29.99 Tel 071 373 3000
As Robo (his bro's gone missing in this version), break into buildings, collect swag and shoot or stun guards. A cash-grabbing sub-level adds depth to this wacky coin-op conversion, which features unusual Lego People graphics.

CHUCK ROCK — 91%
VIRGIN £32.99 Tel 081 960 2255
Caveman capers as this ugly thug uses his belly against five levels of dinosaurs. Chuck Rock also chuck rocks! Vertical and leftward sections and puzzle elements help make this one of the most playable MS platform games.

CHUCK ROCK II: SON OF CHUCK — 91%
CORE DESIGN £29.99
Tel: 0332 297797
Visually stunning platform game, packed with great gameplay. The visuals in this adventure are fantastic, with cool animation. The levels are challenging and the bosses have unique attack patterns. You just have to play this game.

CRASH DUMMIES — 84%
ACCLAIM £29.99 Tel 071 344 5000
A great game starring those Incredible Crash Dummies. Dive from a tall building, smash up a new car, do a spot of bomb disposal and go for a ski. The Dummies have to test out all these things to earn themselves money for a vacation. A great game.

GLOBAL GLADIATORS — 86%
VIRGIN £32.99 Tel 081 960 2255
The game from a McDonalds licence and it's packed with brilliant graphics and platform action. The difficulty is set quite high so be prepared for quite a challenging game. You'd be a fool to miss it.

HOME ALONE — 61%
SEGA £29.99 Tel 071 373 3000
Poor old Kevin's been abandoned by his parents and has to defend his house from two bungling burglars. Puzzle solving and platform action make Home Alone a decent game.

JAMES BOND: THE DUEL — 84%
DOMARK £34.99 Tel 081 780 2222
One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, realistic animation and four tough levels make Bond's mission a success.

THE FLASH — 90%
SEGA £29.99 Tel 071 373 3000
DC Comics' character zooms onto the Master System with one of the most enjoyable platform games around. Loads of levels, tricky bad guys and Sonic-type speeds make this an essential purchase. If you're a fan of the comic books or decent platformers, this is for you.

THE LUCKY DIME CAPER — 78%
SEGA £32.99 Tel 071 373 3000
Donald's platform-hopped adventures take him around the world, using a mallet and frisbee to oust nasties. Graphics are gaudy and gameplay's a little frustrating, but superb cartoon sprites and playability save the day.

THE NEW ZEALAND STORY — 93%
TECMAGIK £32.99 Tel 0924 461115
Tiki the kiwi explores large platform levels, armed with bow and bombs and travelling by foot, floating board, balloon, duck and underwater. Stunning arcade-like graphics and frustratingly addictive gameplay with lots of secret rooms to discover. One of the Top Ten MS games.

NINJA GAIDEN — 90%
SEGA £32.99 Tel 071 373 3000
Ryu Hayabusa! That's you (that is) as you jump pits, climb trees, leap from girder to girder and dodge the odd throwing star or three. A great challenge and with controls, graphics and effects this good, you're sure to want to take it up.

RAINBOW ISLANDS — 91%
SEGA £32.99 TEL 071 373 3000
As cute Bub, make your way up vertical islands, using rainbows as bridges and weapons. They take time to master but then gameplay bites in this appropriately colourful game. Already a hit on home computers, Rainbow Islands is a blast on the Master System

ROBOCOD — 93%
US GOLD £34.99 Tel: 021 625 3366
A perfect conversion of the hit Mega Drive game. The graphics and sound are out of this world and there are so many varied levels with secret bits and pieces you'll never want to stop playing. This is a great example of what the Master System's capable of.

RUNNING BATTLE — 69%
SEGA £29.99 Tel 071 373 3000
Using fists, feet and pick-up weapons, kill M's soldiers while marching through predictable streets and bases. Detailed but flickery sprites, long but repetitive levels. Appropriately, the player character's called Sergeant Gray...

SHADOW DANCER — 62%
SEGA £32.99 Tel 071 373 3000
Takashi and his hound take on the Asian Dawn terrorists, the former with shuriken throwing stars and magic, the latter with, um, teeth. Mediocre backgrounds pay the price for detailed sprites. Controls are awkward and gameplay unforgiving.

SONIC THE HEDGEHOG — 94%
SEGA £29.99 Tel 071 373 3000
Unbelievably, MS Sonic is almost identical to the MD. Fast, smooth scrolling and detailed sprites (especially Sonic himself) are a visual feast. Although easy, the gameplay — collect rings, bounce on baddies, race through levels — is addictive enough to keep you coming back to complete it again and again.

SONIC 2 — 92%
SEGA £34.99 Tel 071 373 3000
Sonic hang-glides, bounces across water, floats in bubbles and bashes through blocks to secret areas — as well as running fast and collecting rings, of course. It requires more thought and is more varied than the original but not quite so playable.

STAR WARS — 89%
US GOLD £34.99
Tel: 021 625 3366
An excellent conversion from one of the best sci-fi films of all time. All the movie's music has been included to create a good game-playing atmosphere. All the levels have great backgrounds and sprites and there's lots to see and do.

TAZ-MANIA — 71%
SEGA £34.99 Tel 071 371 3000
Taz searches for legendary birds and their yummy eggs. Warner Bros cartoon graphics really make this game. Although a touch easy, its originality and character make it fun.

WOLFCHILD — 82%
VIRGIN £32.99 Tel: 081 960 2255
A challenging platform adventure — most players will find it on the difficult side. It follows the story of a guy who walks through a matter-mutator and discovers he has super-human strength whenever there's a full moon! Lots of secret passageways and detailed backdrops.

Puzzle

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Krusty's winning cartoon sprites and Trivial Pursuit super host.

KLAX — 81%
TENGEN/DOMARK £29.99 Tel 081 780 2222
Catch and flip coloured tiles to form lines of the same colour. Graphics are drab but no worries because this simple but remarkably playable hundred-level puzzler doesn't need flashy visuals.

KRUSTY'S FUN HOUSE — 86%
FLYING EDGE £34.99 Tel 0962 877788
Position blocks, tube sections and fans to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find. Remarkably MD-like. If you're a fan of the Simpsons then you'll love this.

LEMMINGS — 93%
SEGA £34.99 Tel 071 373 3000
Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make Lemmings unmissable.

TRIVIAL PURSUIT — 79%
DOMARK £32.99 Tel 081 780 2222
Almost everyone knows this board game. The board graphic's simple but clear and the question master is excellently drawn and animated. Easy to play and plenty of questions.

Racing

Hands on the steering, pedal to the metal. Jostle for position and lean into those corners. Sweat when computer cars cut you up and steal the lead...

CHASE HQ — 69%
SEGA £29.99 Tel 071 373 3000
Take to the highways of America as you race at high speed to catch villainous criminals. Road scrolling is smooth but a lack of originality makes this game dull after a while.

F1 — 69%
DOMARK £29.99
Tel: 081 780 2222
Below-average racing game with nothing special to offer speed-freaks. The visuals are dull and some are really bad — you could say they're the pits!

OUTRUN EUROPA — 87%
US GOLD £29.99 Tel 021 625 3366
A racing game with bells on! Take the controls of a motorbike, jetski and Porsche in an attempt to retrieve some secret plans. Put your foot down, avoid obstacles and punch or shoot any-

one who bothers you! Fast, flicker-free graphics and a real challenge.

SCI 60%
SEGA £32.99 071 373 3000
The sequel to Chase HQ, you track down criminals' cars then shoot the hell out of them. The pics between levels are good but the road doesn't match the speed of your vehicle. It's fun for a while — it would be much better if you could blast civilians' cares, too — but there are too few levels.

SUPER MONACO GRAND PRIX 2 86%
SEGA £34.99 Tel 071 373 3000
The action takes place over 16 world championship courses and the aim's to whup Ayrton Senna's ass. Although backgrounds are dull, scrolling's fast and the car handles well. It's tough but fun and the password system's a big help. For pure road racing, it can't be beaten.

Shoot-'em-ups

Whether aboard a space ship or plane, or running along as a future soldier, robot or cop, blasters have as many victims as they do fans. Old Arnie's Terminator's your best bet, with Alien Storm, Alien 3 and Super Space Invaders following just behind. Have a blast!

ALIEN STORM 77%
SEGA £29.99 Tel 071 373 3000
Gordon and his flame-thrower or Slammer and his electric whip fry aliens. The action switches to through the hero's eyes on alternate levels, where crosshairs aim a gun. A little thought's required and graphics are imaginative (if flickery). A two-player option would've bolstered it.

ALIEN 3 77%
SEGA £34.99 Tel 071 373 3000
This time, Ripley's stranded on a prison planet with assorted thieves and killers — poor lass! Loads of Aliens have stuck hostages to walls. Explore four-way scrolling levels to rescue 'em, using a variety of limited ammo weapons and air ducts as short cuts. Neat presentation, well shaded backgrounds and 'orrible Aliens make mediocre gameplay fun.

G-LOC 67%
SEGA £29.99 Tel 071 373 3000
Action's viewed through the Thunderfox's cockpit but it's strictly shoot-'em-up. Armed with cannons and guided missiles, ammo's replenished and the jet updated between levels of fighter-downing fun.
Only half the screen's actively used and it ain't pretty, but there's sufficient action and sensation of movement for a few missions. This game doesn't really live up to it's arcade machine original.

POWER STRIKE 2 71%
SEGA £29.99 Tel 071 373 3000
A vertically scrolling shooter with tons of power-ups to collect and many an enemy to dispose of. Graphics are a little flickery and the main sprite can be hard to spot but the difficulty setting will keep you playing for ages.

PREDATOR 2 68%
ACCLAIM £32.99 Tel 0962 877788
As cop Mike Harrigan, march along, blasting drug dealers, collecting weapons, destroying drugs and rescuing hostages. Suitably dark, moody graphics accompany this toughie — which gets harder when the Predator shows up! Not bad but frustrating and unexciting.

ROBOCOP 3 55%
ACCLAIM £29.99 Tel 071 344 5000
As with all the Robocop 3 games on every format this has lousy gameplay. The graphics look good though even though Robo's feet are the only part of him that moves!

SUPER SPACE INVADERS 87%
DOMARK/TENGEN £29.99 Tel 081 780 2222
The revamped relic features colourful backgrounds, various Invader attacks and massive mother ships. Meaty sounds, super-simple controls, 12 levels (plus cattle-saving bonus sections) and simultaneous two-player all somehow make it a good buy.

THE TERMINATOR 90%
VIRGIN £32.99 Tel 081 960 2255
Part man, part machine, all c– er, Arnie's first blockbuster movie hits the 8-bit! But you're the good guy, sent from the future to protect Sarah Connor from the T-800 robot. Fast, hectic levels tax your reflexes and trigger finger — there are only five of 'em put this is no pushover! Dark, moody graphics and digitised level intros set the scene brilliantly.

Sport

Football fans are well catered for but there's something for those who prefer to use a club or racket, too. The multi-event, multi-player laighs of Olympic Gold are hard to beat.

ANDRE AGASSI TENNIS 67%
TECMAGIK £32.99 Tel 071 243 2878
The famous tennis star comes to the Master System with a fair simulation of the grand sport. Graphics are quite good but the game is let down by its speed and the control of the players. Not a total disaster.

CHAMPIONS OF EUROPE 81%
TECMAGIK £32.99 Tel 071 243 2878
Variable game length, direction of play, wind-speed, weather conditions and eight referees set the scene. A map of Europe, 34 teams to choose, computer or human opponent... Controls take time to get used but are highly versatile. Playable and humorous, cute sprites 'speaking' via speech bubbles.

EVANDER HOLYFIELD BOXING 78%
SEGA £29.99 Tel 071 373 3000
Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy to use controls, large boxers and realistic controls bring the thrill of the ring home.

PGA TOUR GOLF 79%
TENGEN £34.99
Tel: 0604 790785
A good attempt at the tricky sport of golf. Lots of greenery but what do you expect? The 3D-style views draw quickly and the golfer's well animated. There are multiple option screens so you can customise the game to your heart's content.

OLYMPIC GOLD 94%
US GOLD £34.99 Tel 021 625 3366
The 100m, hurdles, hammer, archery, pole vault, swimming, springboard diving can be played individually, with a selection of others or all events, and there's a special Olympic Records option. Some events' controls are easy, others are tricky to master, but they're all responsive to your commands. Crisp sprites, good sounds and up to four players round off the best multi-event sports cart.

SLAP SHOT 62%
SEGA £29.99 Tel 071 373 3000
With Electronic Arts coming up with great sports games like NHLPA Hockey, you'd think that the Sega 8 bit machine might benefit from a decent hockey game. Think again! Poor graphics and unresponsive controls make this a dreadful sports game.

SPEEDBALL 2 78%
VIRGIN £34.99 Tel 081 960 2255
In a scrolling high-tech arena, teams battle it out for possession of a metal ball. Bouncing it off stars and domes earns points. Collect coins to improve individual player's attributes or the team as a whole. Speedball 2's manic gameplay make it one of the best two-player sports games.

SUPER KICK OFF 90%
US GOLD £29.99 Tel 021 625 3366
Not much to look at — plain green pitch viewed from above and small, dull footballer sprites. But scrolling's smooth, animation's good and playability's high! It takes time to adjust to the free-running ball then offers endless hours of fun, particularly with two players.

TENNIS ACE 72%
SEGA £29.99 Tel 071 373 3000
Wimbledon's out of the way but there's plenty of lawn-based fun to be had in Tennis Ace! An unusual playing angle and plenty of options ensure you'll have weeks of fun.

ULTIMATE SOCCER 90%
SEGA £34.99 Tel: 071 373 3000
If there's only one soccer game in your collection, this should be it! It's the frantic action of the two-player mode that makes it worthwhile. There are lots of menu screens to cater for every soccer fan's tastes, too. The ultimate soccer game!

WIMBLEDON TENNIS 82%
SEGA £29.99 Tel 071 373 3000
Take a shufty at the speed, skill and power ratings of the 16 players available before commitping yourself and going to court! Play a single match, the tournament series or
two-player head-to-head game. Court graphics are simple but scrolling's smooth and sprites are clear. Simple controls,
plenty of challenge and playabilty. A good simulation of the strawberries and cream game!

WORLD CLASS LEADERBOARD 79%
US GOLD £29.99 Tel 021 625 3366
An initially confusing but versatile hook/slice meter controls the strokes across four full golf courses. Three skill levels, wind conditions, uneven surfaces, bunkers, rough and water hazards... pretty comprehensive. Graphics are fairly crude but it plays well.

WORLD TOURNAMENT GOLF 78%
SEGA £29.99 Tel 071 373 3000
Not quite up to the standard of World Class Leaderboard but a great golfing game anyway. A ton of options enables players to select courses, clubs and more. Up to seven players can take part in one game enabling challenges to be set up and lengthier games to be played.

Strategy

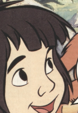
If you're the type who likes to think and plan before they act, strategy games are for you. Unfortunately, you've only two to choose from at the moment, so it won't take long to decide which to buy first!

RAMPART 80%
DOMARK/TENGEN £29.99 Tel 081 780 2222
A curious mixture of strategic shoot-'em-up and puzzler, your aim is to build up a castle. First use a cannon sight to defend it from invading ships then rotate geometric shapes to repair its walls. The combination works very well, particularly in two-player mode, where sneaky tactics and successful moves are incredibly satisfying. Don't miss this unrecognised winner.

SEGA CHESS 93%
SEGA £34.99 Tel 071 373 3000
The greatest strategy game of all time. And the Master System's lucky enough to have a computer chess cart that's up there with the best of 'em. Sega Chess gives two viewpoints, nine skill levels, a spread of options and user-friendly controls. Graphics and sound are weak but who cares, it's chess!

We update the Master Market every issue to keep you up to date with the latest releases. Remember — if it's not here, it's not worth playing!





Check your advent calendar and make a date with us for the next issue of the only magazine for your Sega Master System. On sale 9 December!

In the next SEGA MASTER FORCE you can put on a monkey suit, stuff yourself with bananas and become the king of the swinger zoo because we'll have *The Jungle Book* from Virgin.

It's the Christmas Special so we'll be getting out the decorations and giving the magazine a festive feel, too, with a bumper Beat The System for all those games you'll find under your Christmas tree, loads of carol-singing competitions and maybe even a Yuletide feature or two!

Other games dropping in for a mince pie and hot milk are *Fire & Ice*, *Micro Machines*, *Bignose the Caveman*, *RoboCop Vs The Terminator* and maybe even *Jurassic Park!*

SEGA MASTER FORCE

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SEGA MASTER FORCE

'It's that fire in your eyes, or the glow of machines. Watch how your fingers thumb over the keys, so sure of what you do...'

Dear Nice Newsy

I have been in your shop and noticed what a marvellous establishment it is. I would therefore like to use your newsagent-style facilities and acquire myself a copy of the superb read for Sega Master System owners, SEGA MASTER FORCE. Please follow the instructions below. Thank you.

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